



"Elemental"  
1034-242  
Final Board

Date 11/19/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 11/19/15
- ☒ Design Board
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Kent

Animation Studio  
RDK

DEC 02 2015

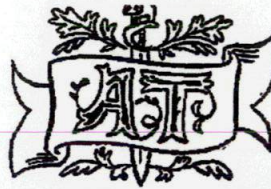
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1034/242

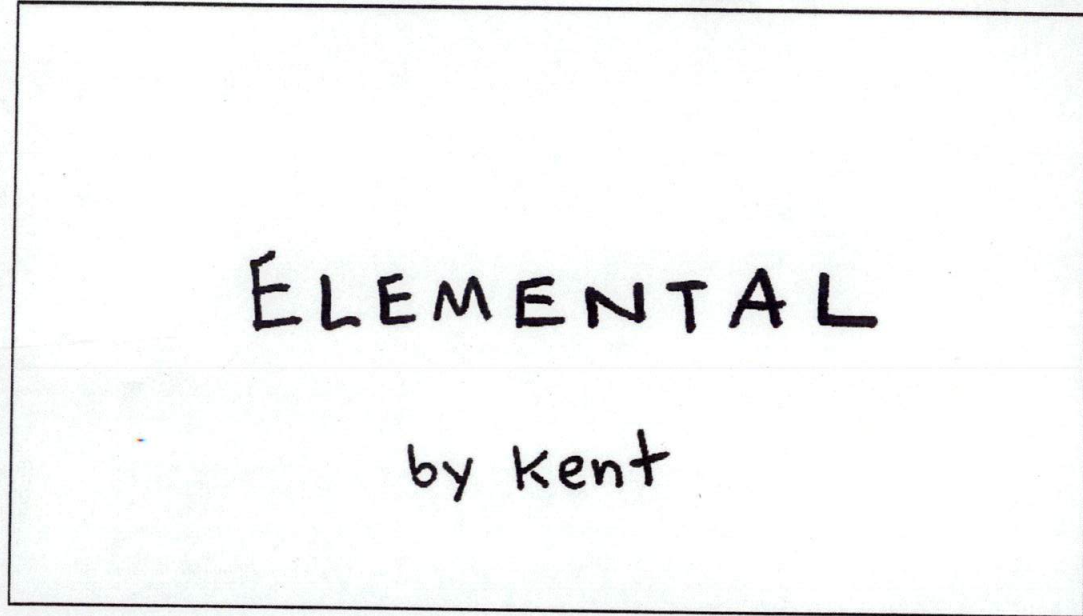


# ADVENTURE TIME

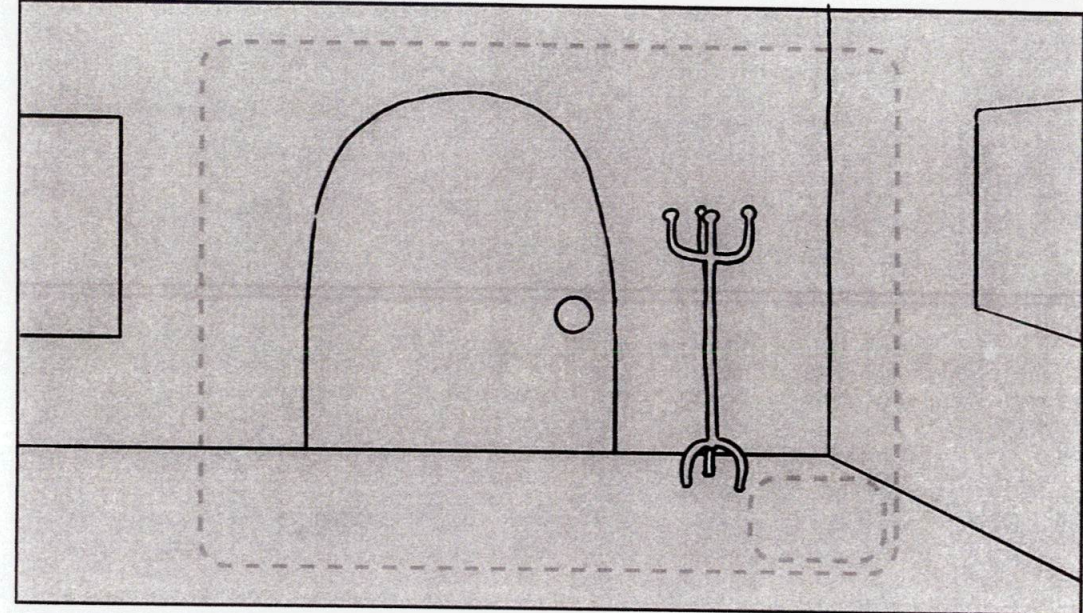


Page 1

Sc. Pnl. Bg. day night



Sc. 1 Pnl. A Bg. day night



Dialog:	
Action:	(STARCHY'S PLACE)
Timing:	DEC 11 2 2015

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Production :

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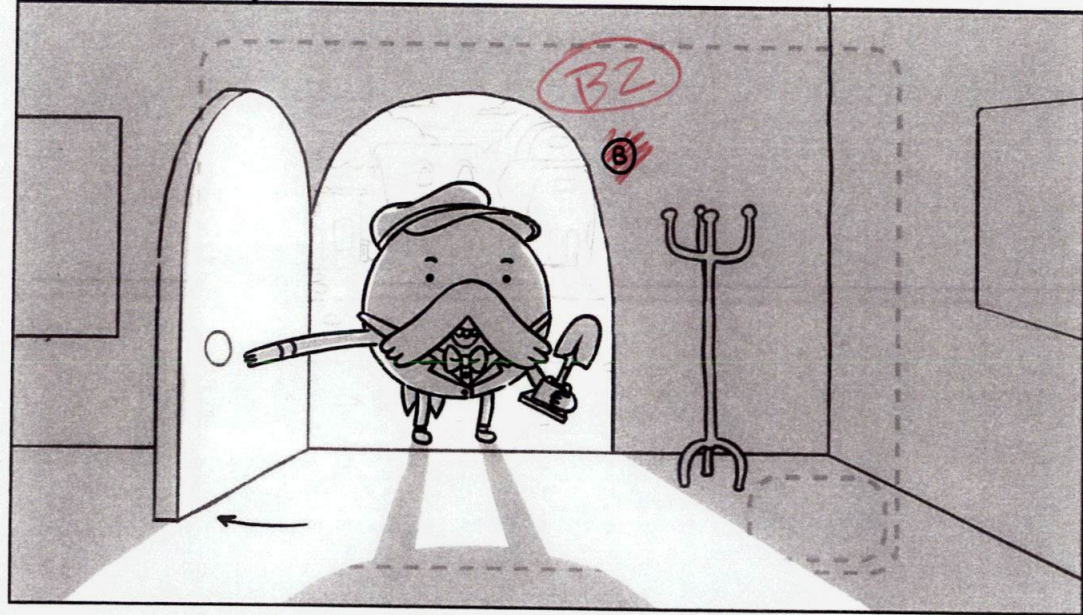


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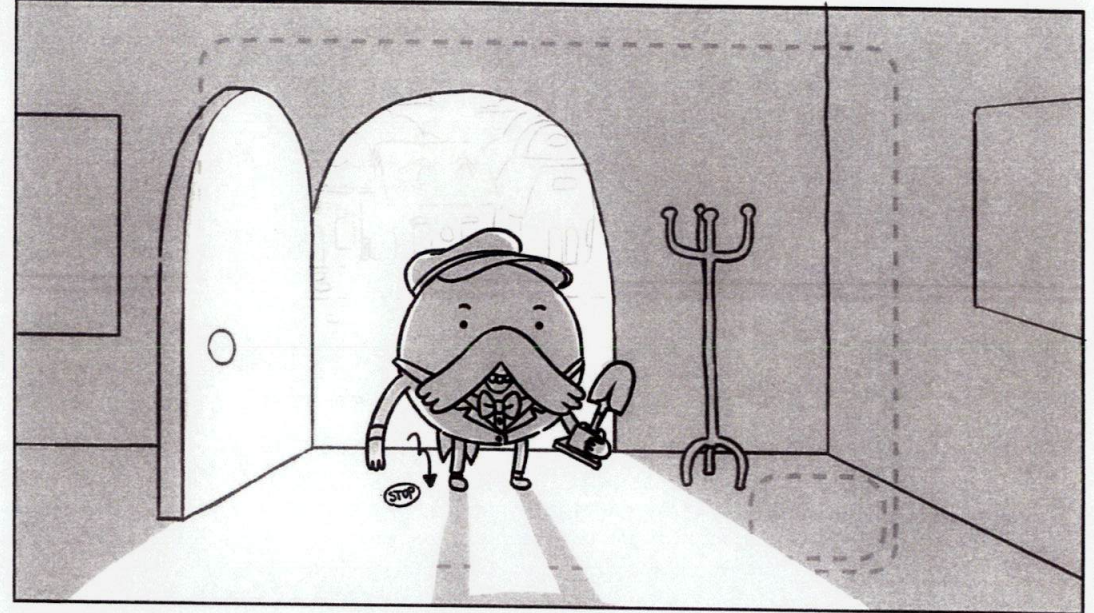


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Sc. 1 CONT Pnl. B Bg. day night



Sc. 1 CONT Pnl. C Bg. day night

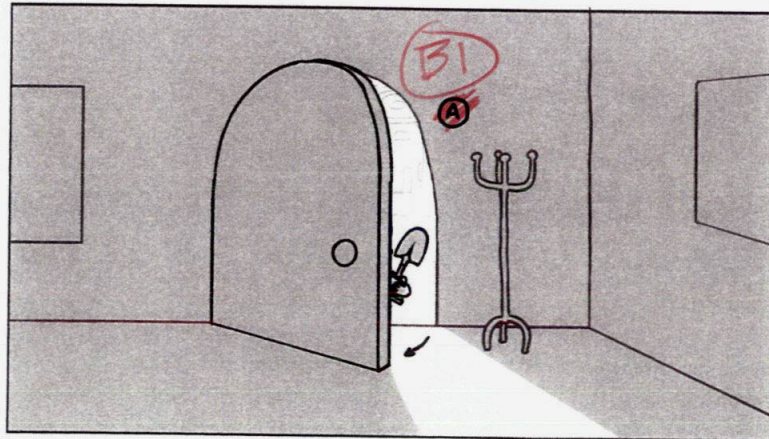


Dialog: ⑤ HONEY, I'M HOME!

⑤ OOPS I FORGOT I LIVED ALONE

Action:

Timing:



- S. ENTERS ROOM

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Production :

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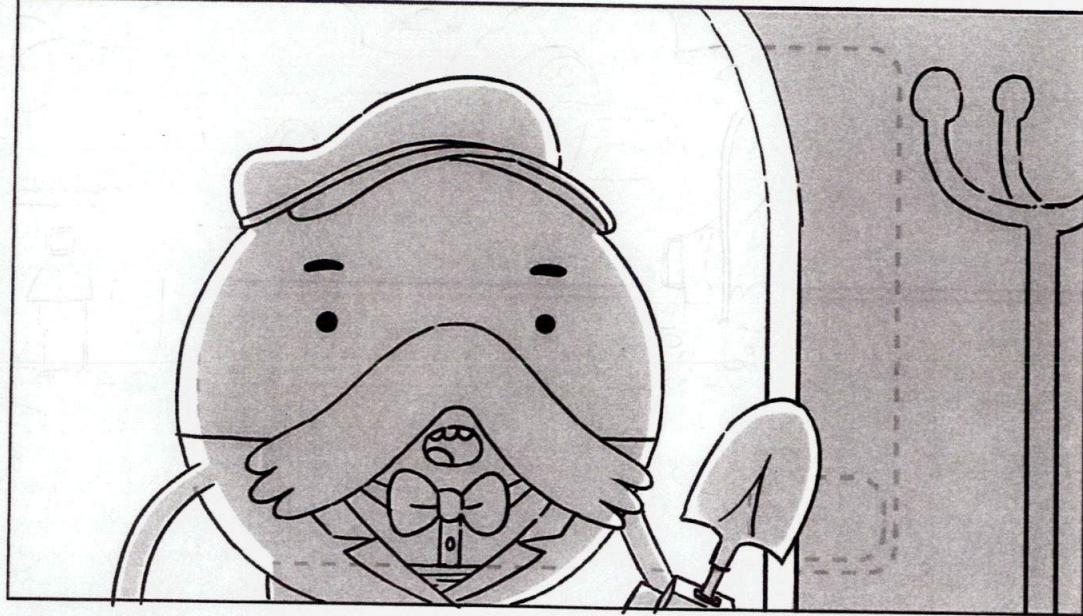


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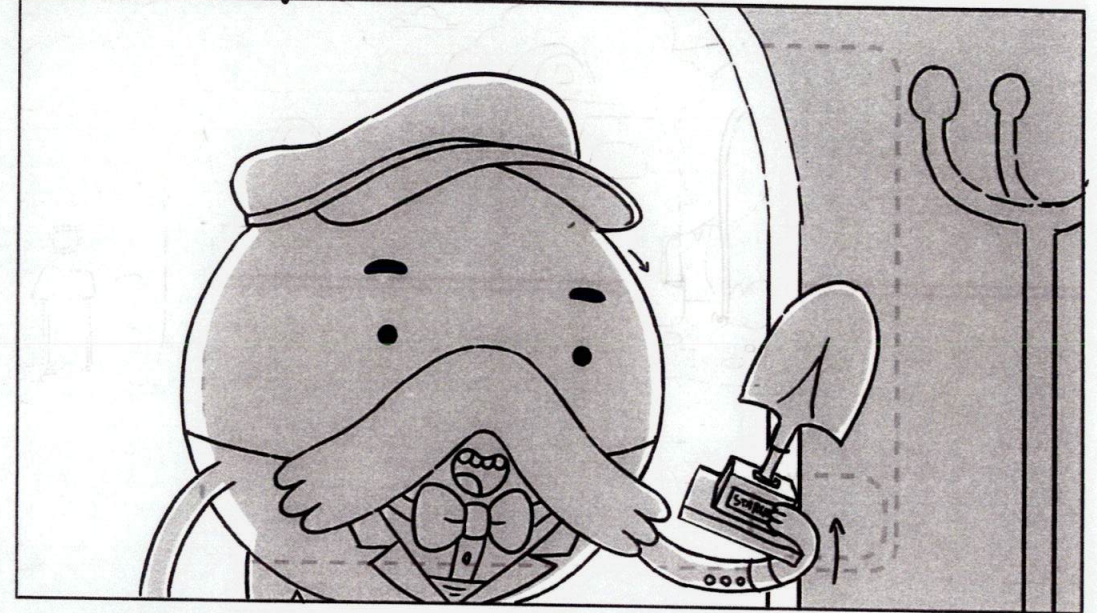


Page 3

Sc. 2 Pnl. A Bg. day night



Sc. 2 CONT Pnl. B Bg. day night



Dialog:

⑤ WELL NO BOTHER ...

⑤ I WON THE GOLDEN SHOVEL award.

Action:

- S. HOLDS UP AWARD.

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Timing:

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Production :

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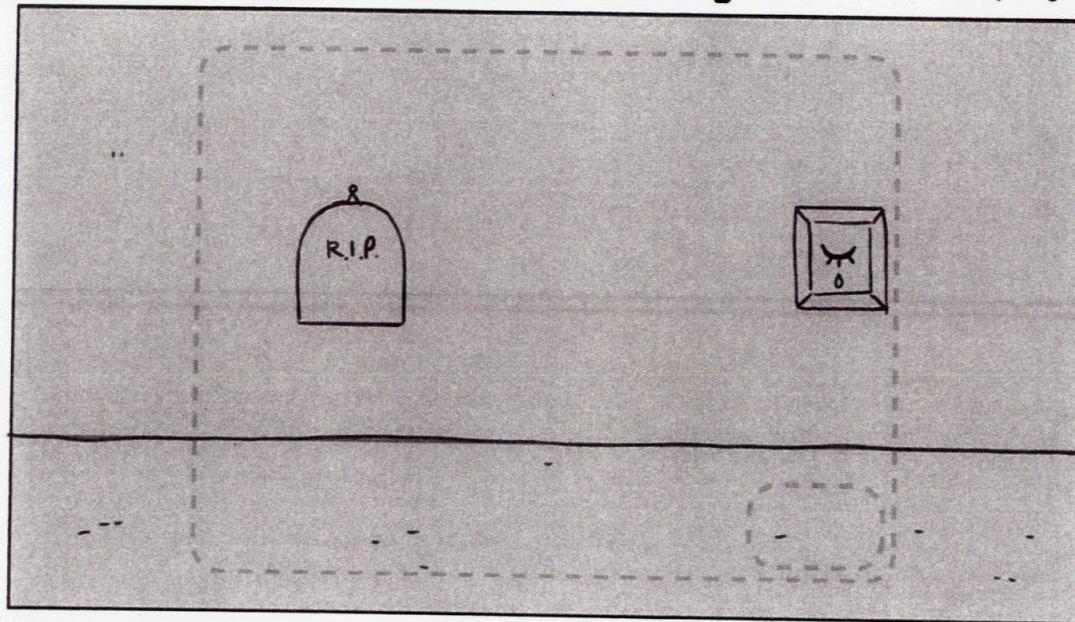
Page 4

Sc. 3

Pnl. A

Bg.

day night

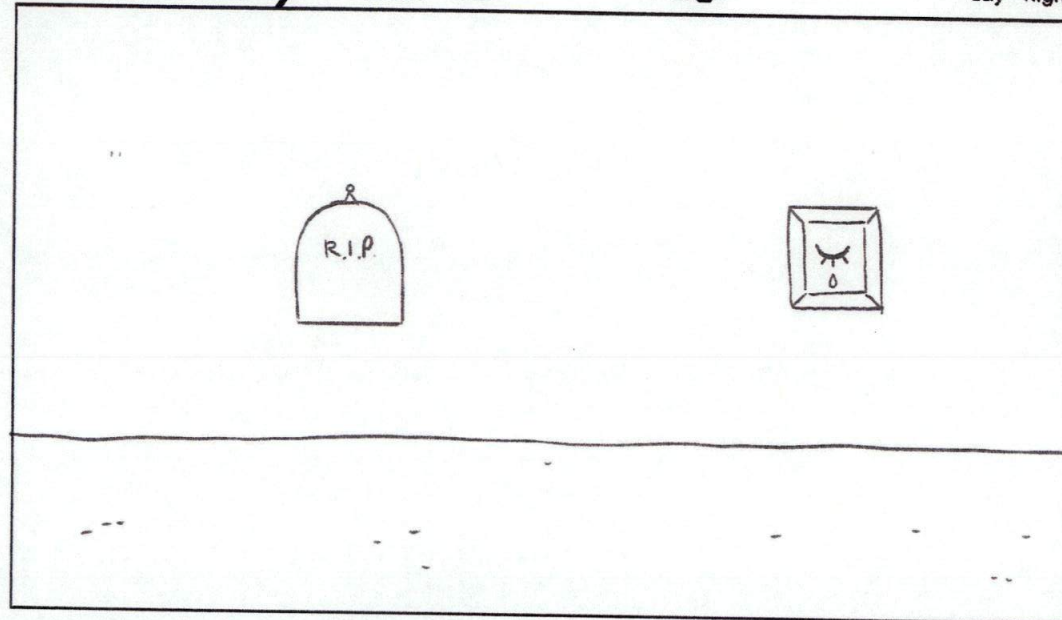


Sc. 3 cont

Pnl. B

Bg.

day night



Dialog:

(SFX) = CLICK =

Action:

- LIGHTS TURN ON

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Timing:

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Production :

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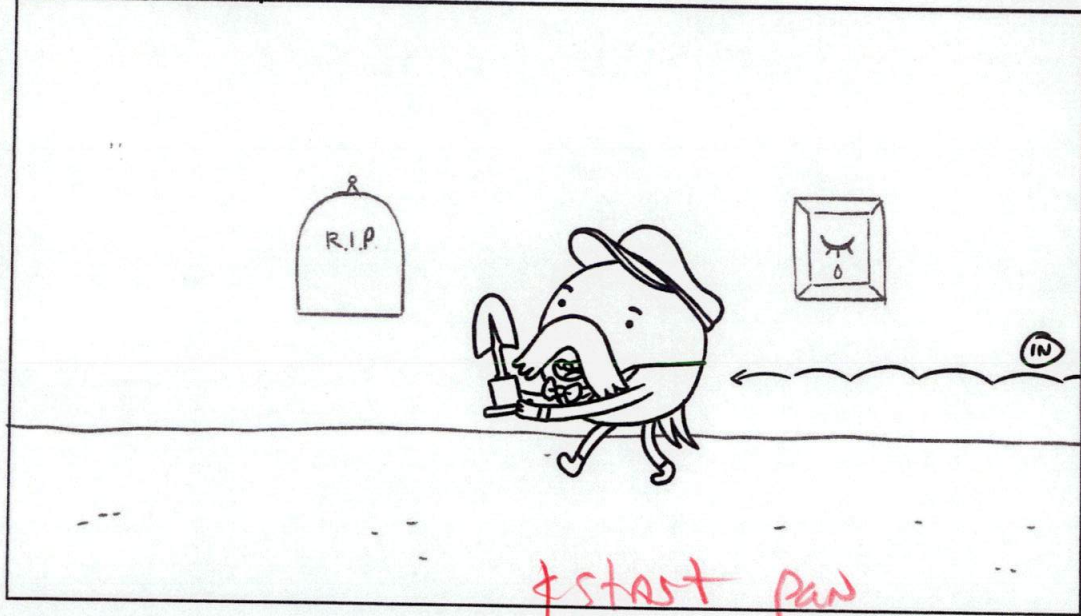


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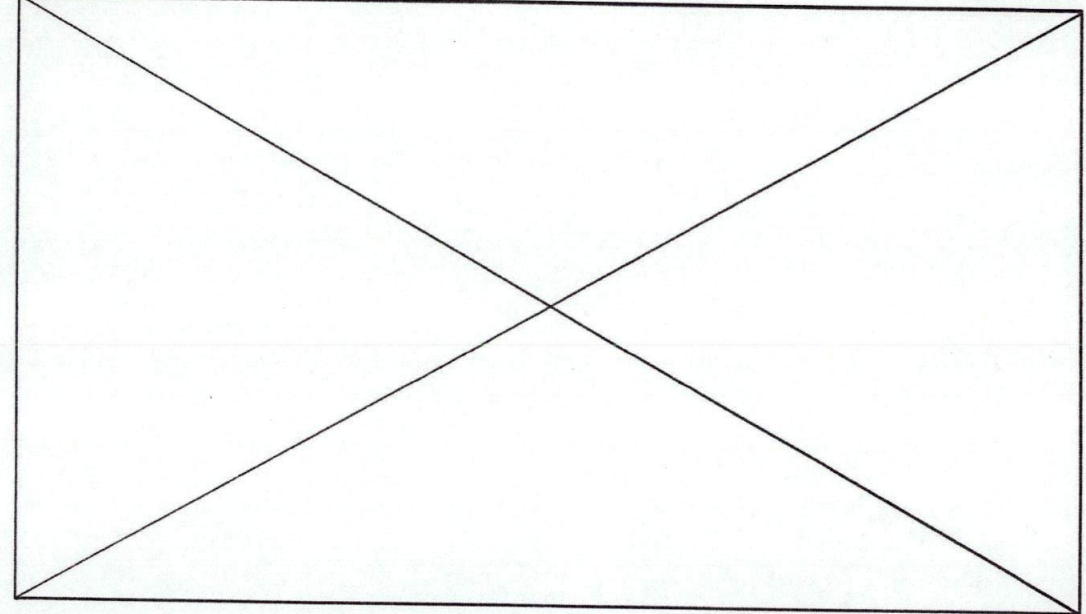


Page 5

Sc. 3 cont Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: (S) CANDY KINGDOM'S PREMIERE AWARD - -

Action:

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Timing:

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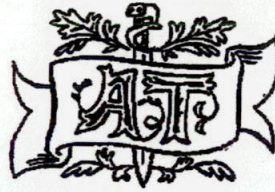
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# ADVENTURE TIME



Page 6  
day night

Sc. 3 cont Pnl. D Bg. day night Sc. Pnl. Bg.



Dialog: S FOR GRAVE-DIGGING EXCELLENCE.

Action:

Timing:

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Production :

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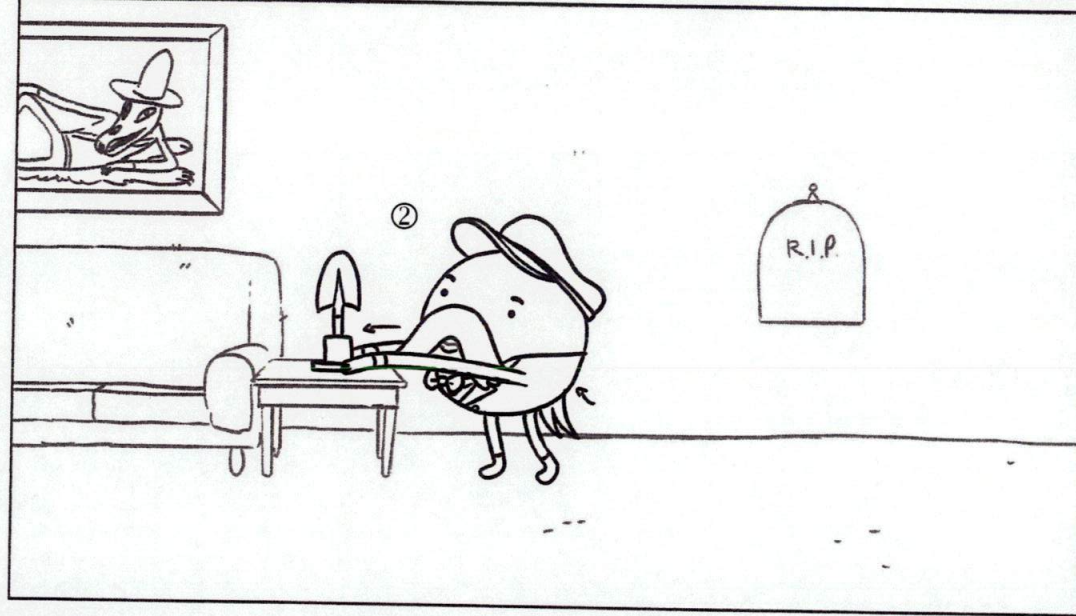


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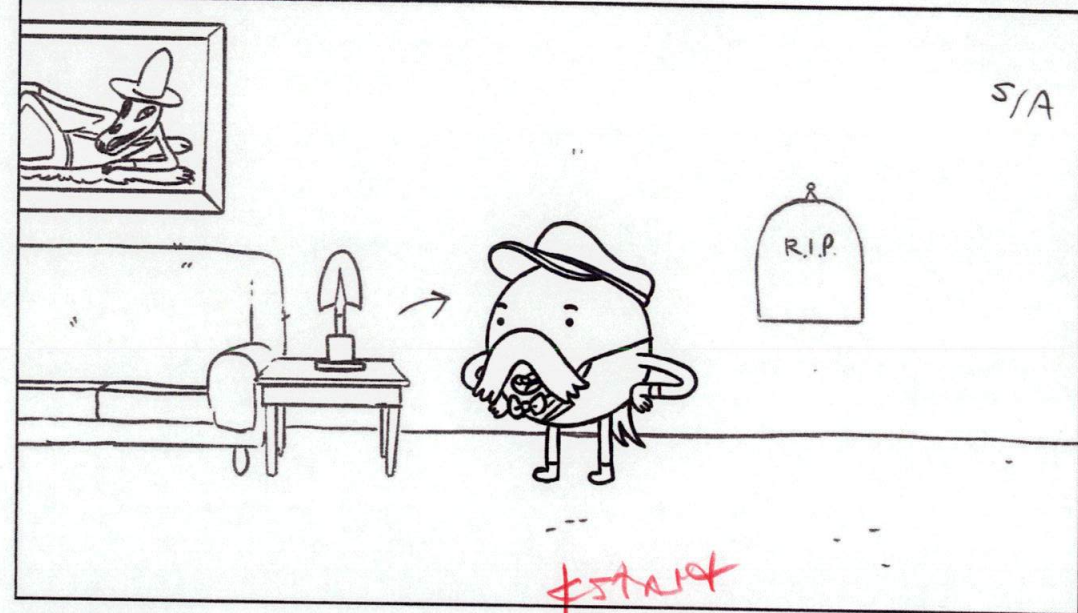


Page 7

Sc. 3 CONT Pnl. E Bg. day night



Sc. 3 CONT Pnl. F Bg. day night



Dialog:

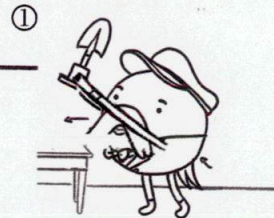
(S) THERE!

(S) HEHEH,

Action:

- S. SETS DOWN TROPHY ON TABLE

Timing:



DEC 02 2013

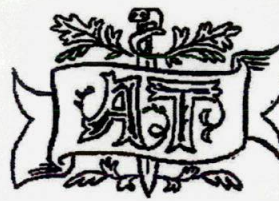
EPISODE # 1034-242

Production :

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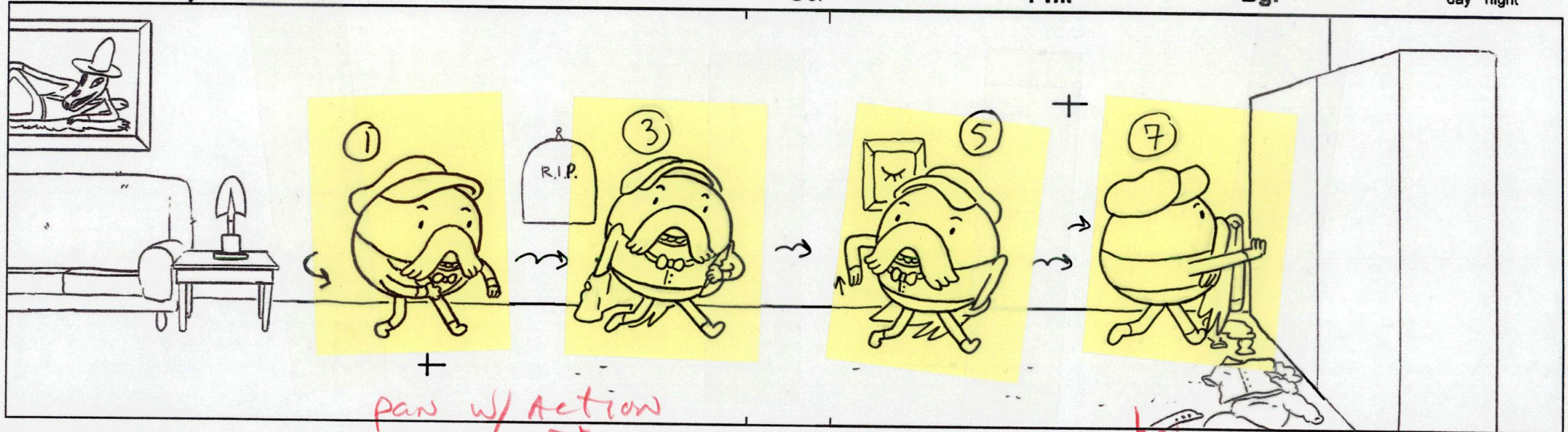


# ADVENTURE TIME



Page 8

Sc. 3 CONT Pnl. G Bg. day night Sc. Pnl. Bg. day night



Dialog:

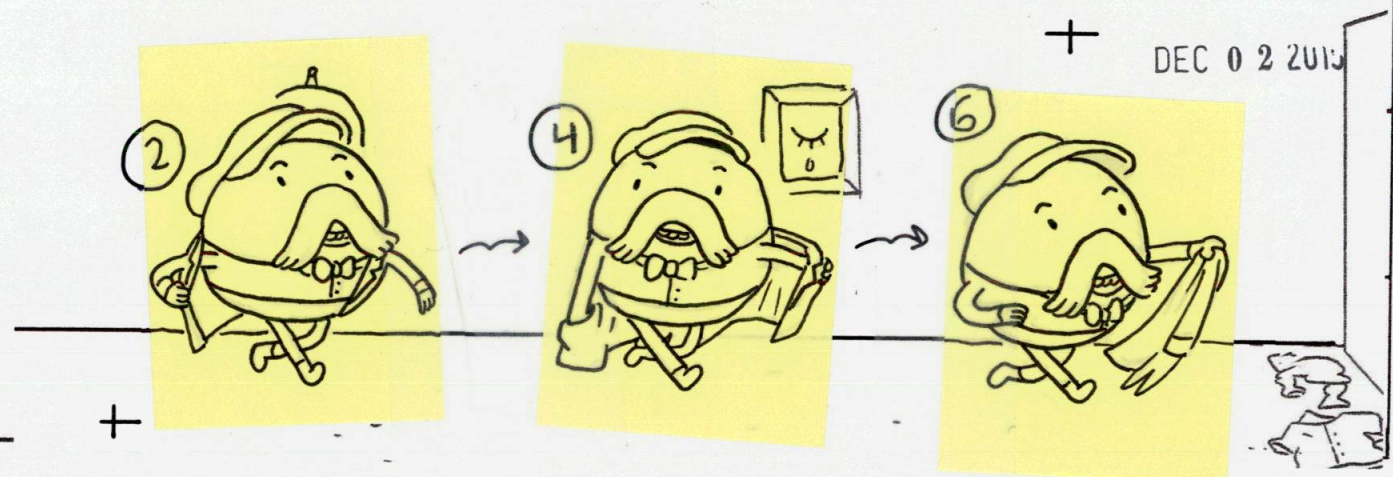
①②③ NOW TO HANG UP MY TUXEDO --

③④ ... SO IT DOESN'T WRINKLE

Action: - S. WALKS OVER TO CLOSET WHILE  
TAKING OFF JACKET

- PAN W/ STARCHY

Timing:



Production :

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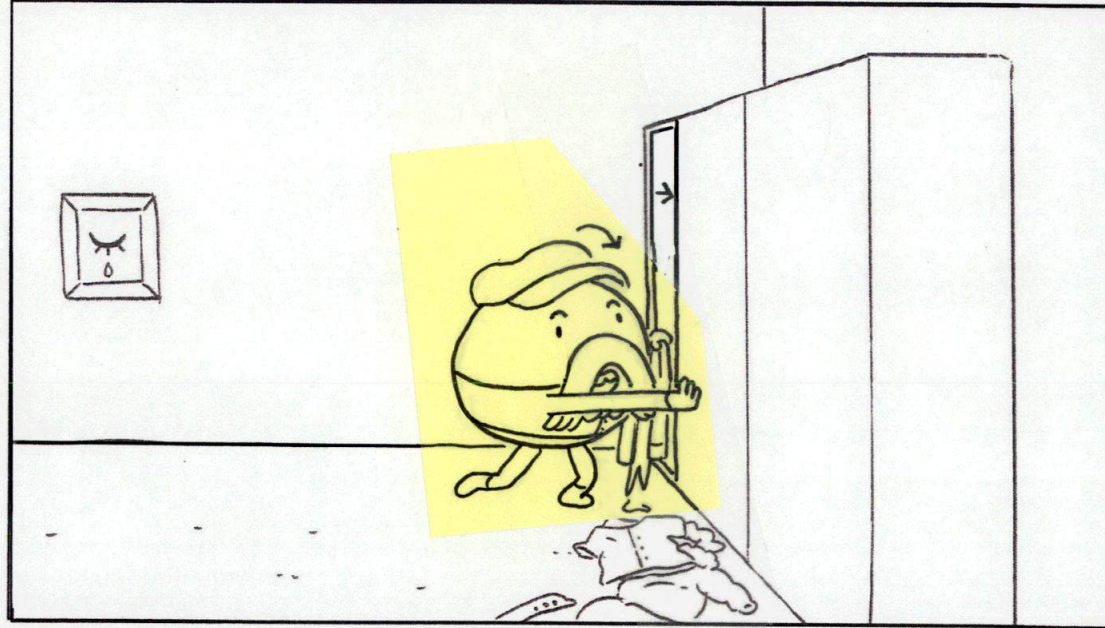
1034/242



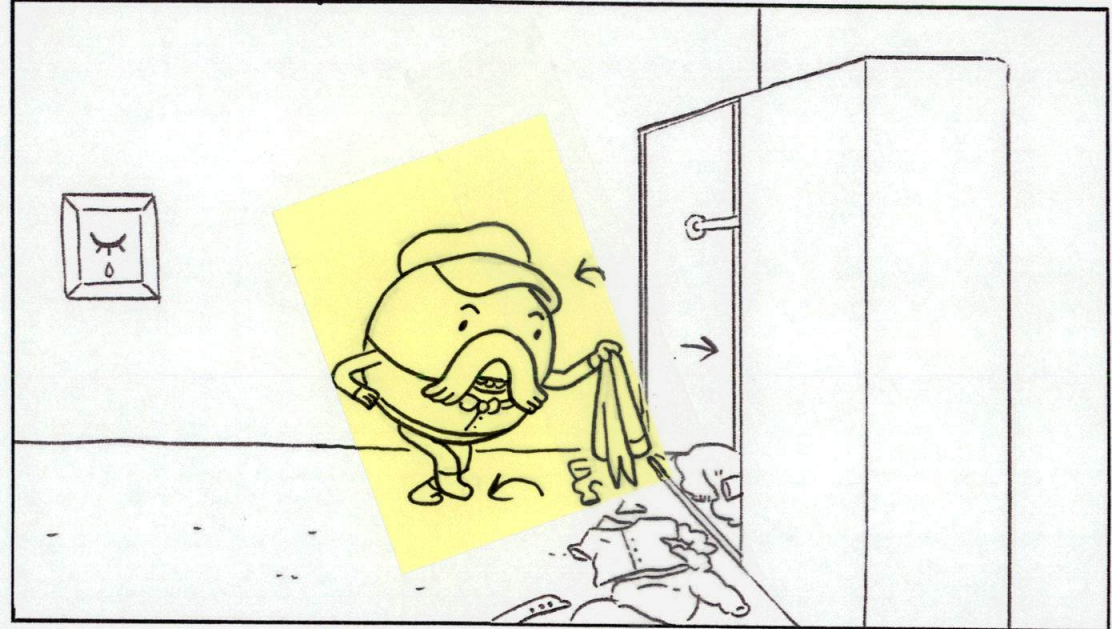
# ADVENTURE TIME



Sc. 3 CONT Pnl. H Bq. day night



Sc. 3 CONT Pnl. F Bq. day night



Dialog:

Action:

- S. OPENS CLOSET

Timing:

DEC 02 2015

Production :

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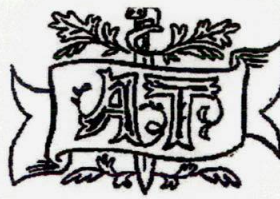
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4A NEXT

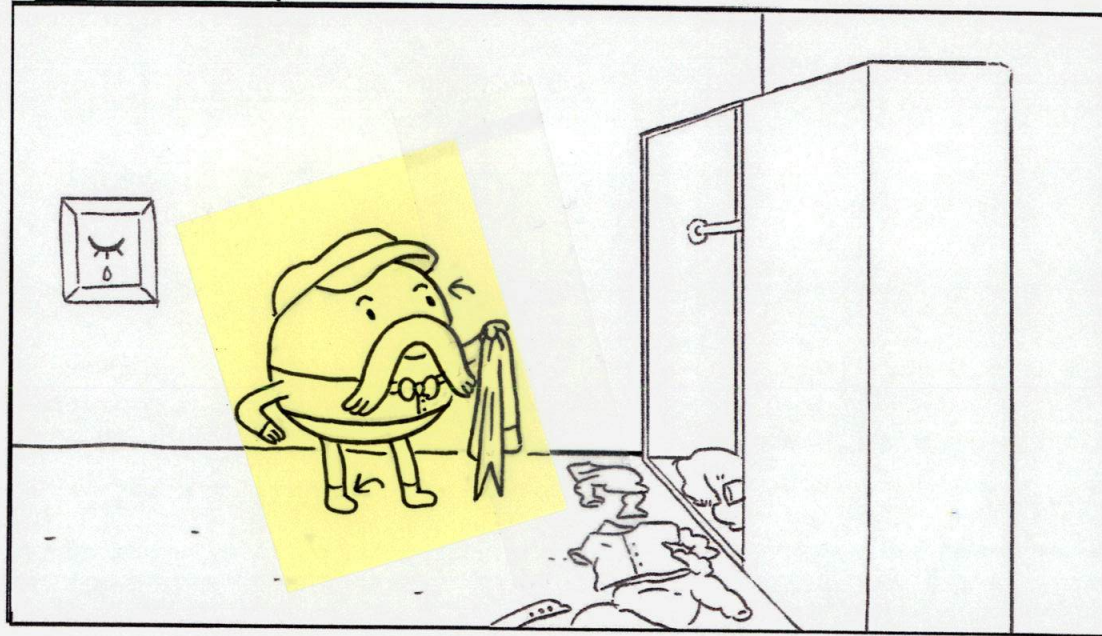
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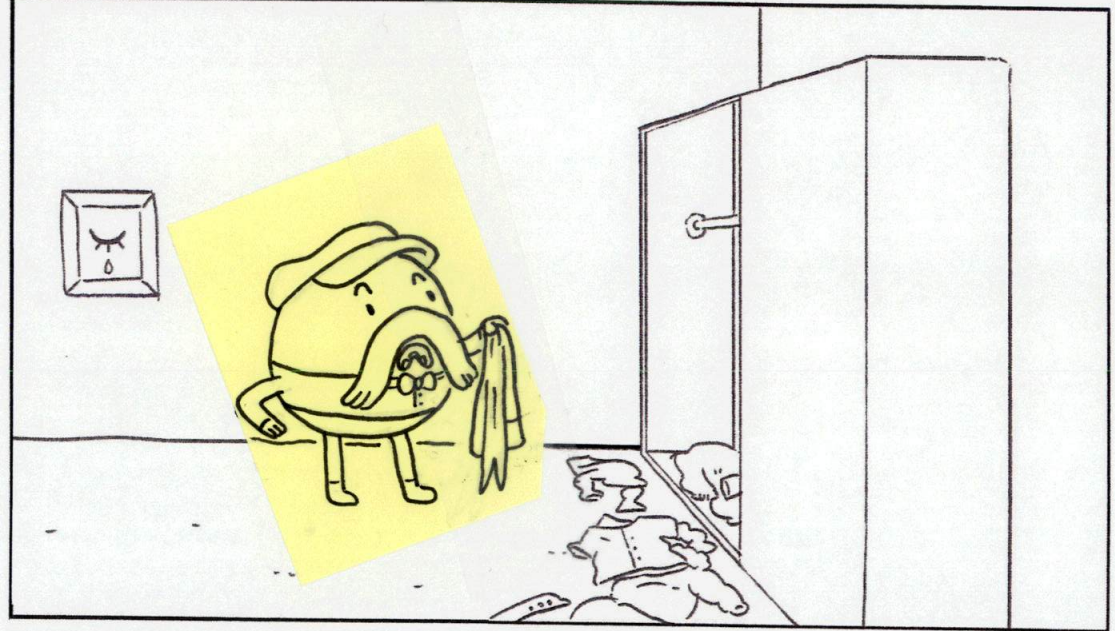
# ADVENTURE TIME



Sc. **3 CONT** Pnl. J Bg. day night



Sc. **3 CONT** Pnl. K Bg. day night



Dialog:

Ⓢ [GASP!]

Action:

Timing:

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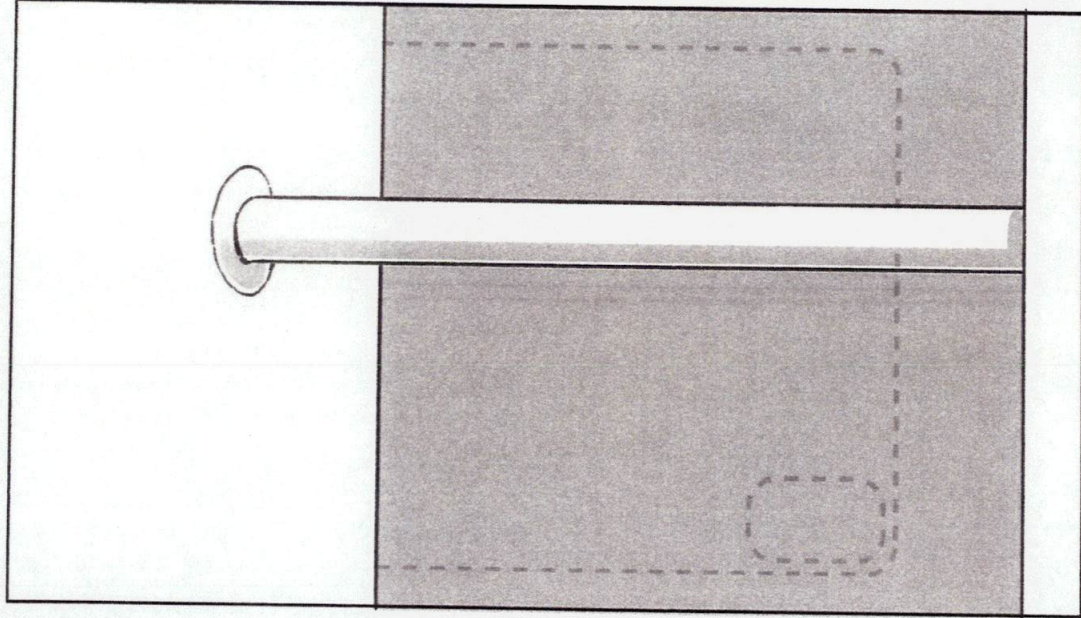
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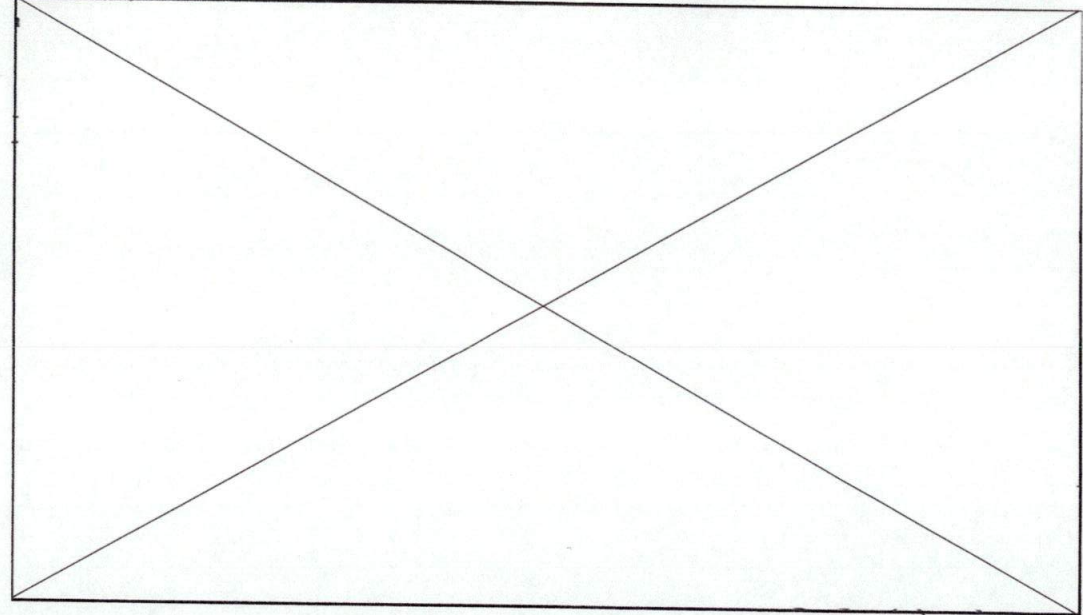
NO SC 5

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Sc. 4 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: STING!

Action:

Timing:

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Production :

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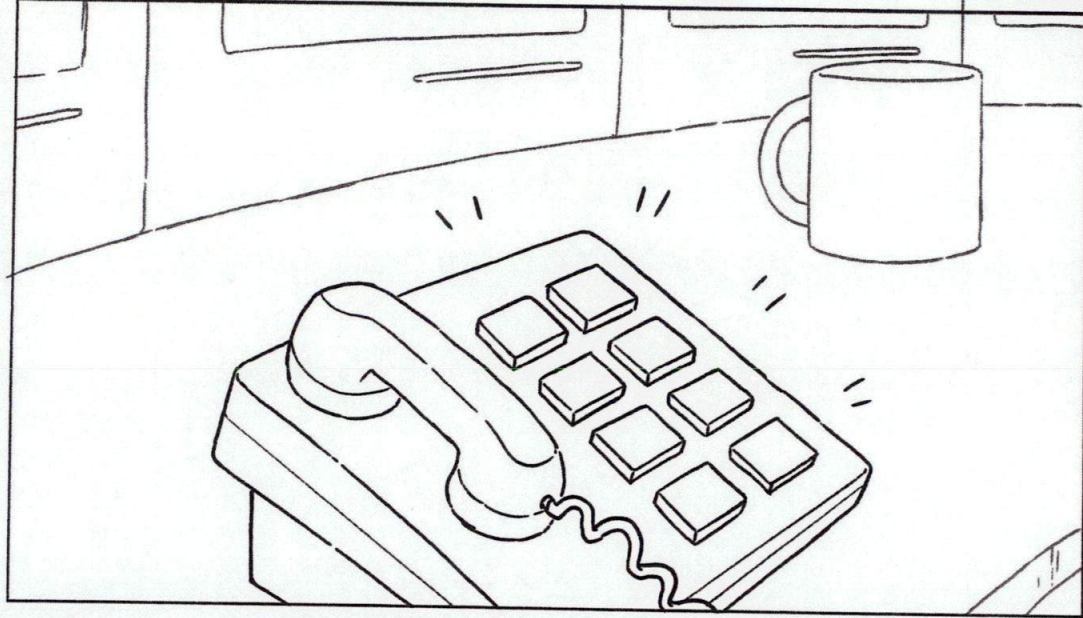
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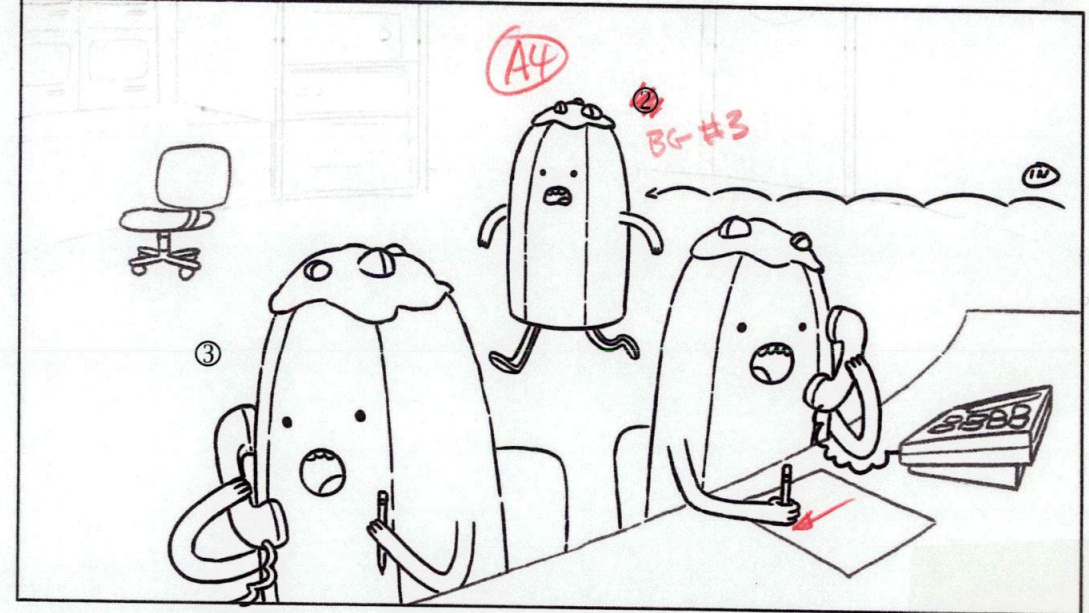
# ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night

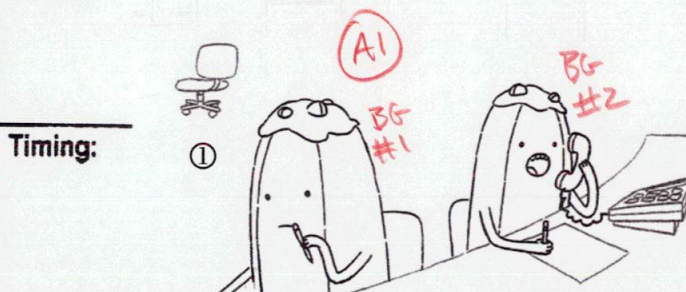


Sc. 7 Pnl. A Bg. day night

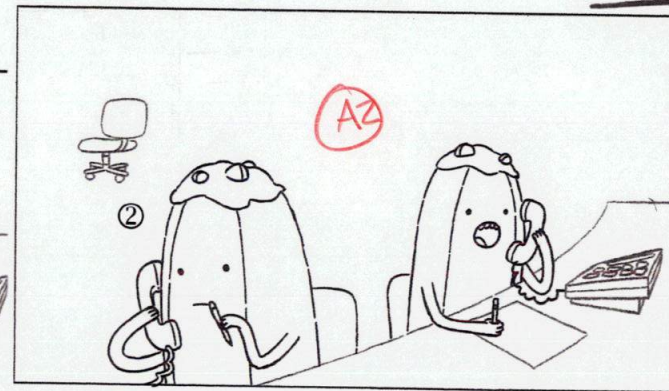


Dialog:  
SFX/ RING! RING!  
RING! RING!

Action:

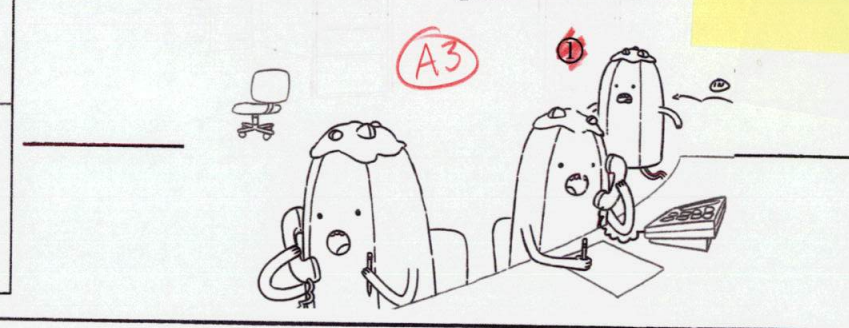


Timing:



BG #2 : YOU'RE MISSING HANGERS, TOO?  
HAVE YOU CONSIDERED FOLDING?  
BG #1 : "WELL, I DON'T really uh, use hangers"

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# ADVENTURE TIME



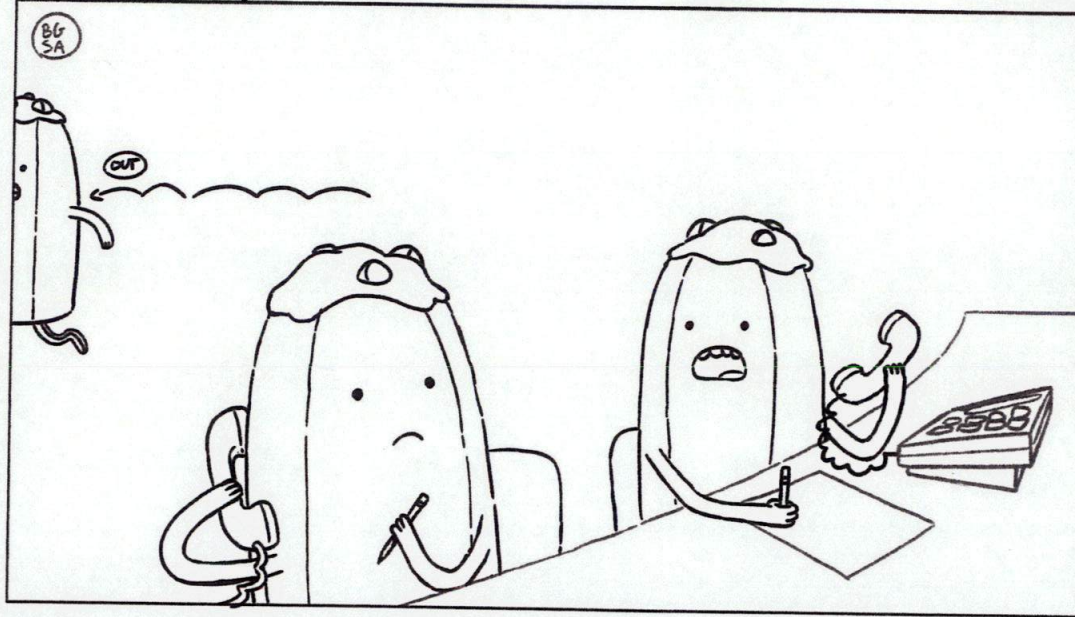
Page 12

Sc. 7 CONT

Pnl. B

Bg.

day night

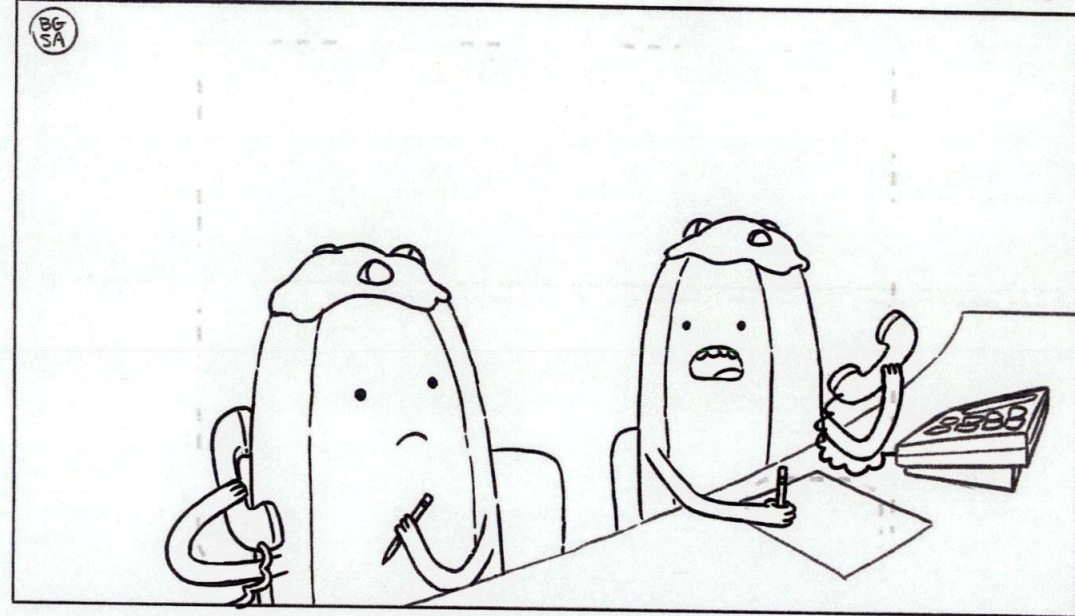


Sc.

7 CONT Pnl. C

Bg.

day night



Dialog:

BG#2 WE BETTER CALL PRINCESS BUBBLEGUM...

<FREEZE FRAME>

<VIDEO FOOTAGE>

Action:

Timing:

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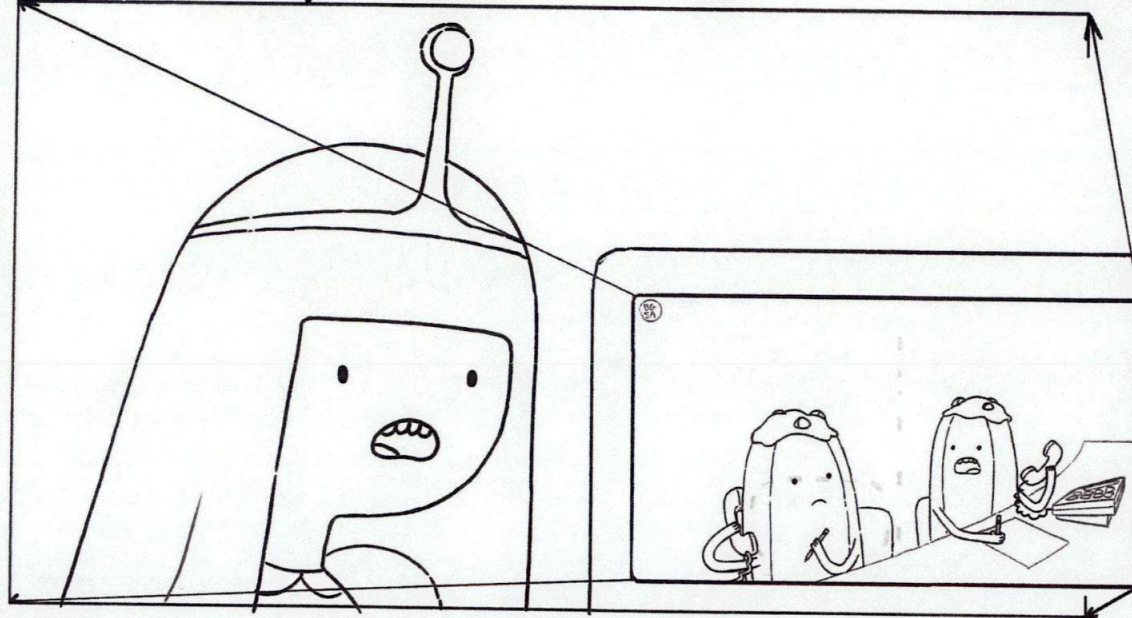


# ADVENTURE TIME

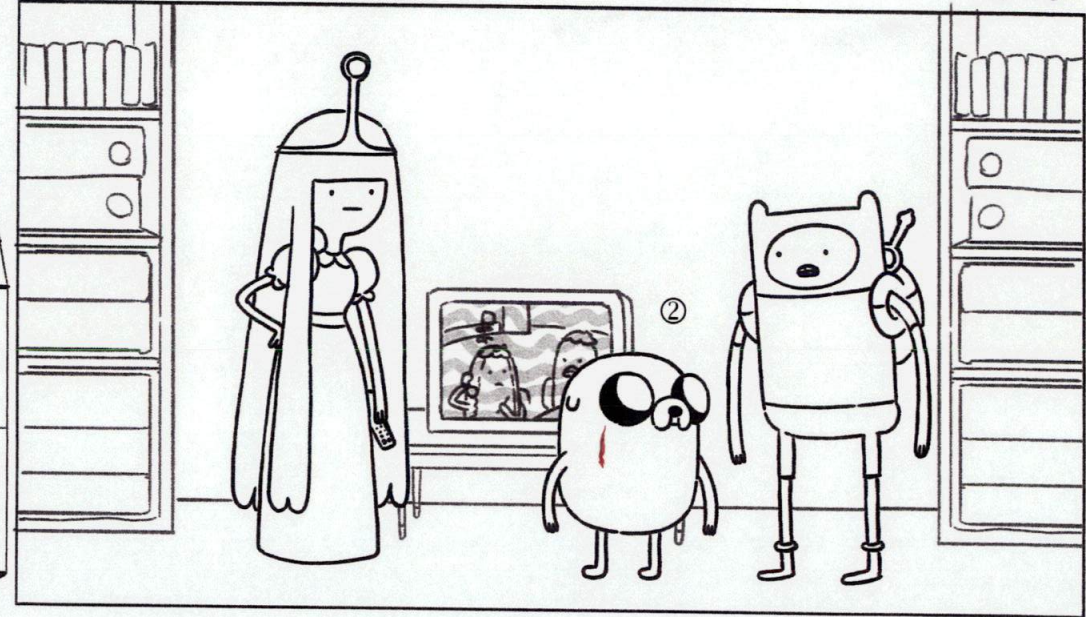


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Sc. 7 CONT Pnl. D Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:

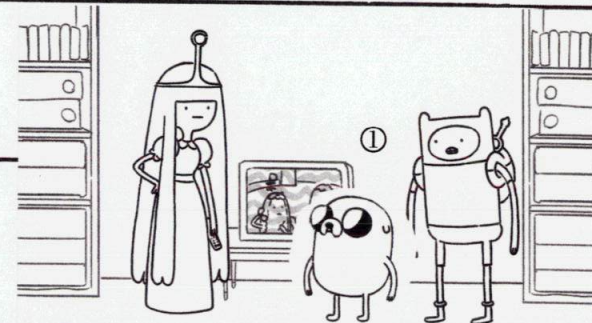
PB AND THEN I CALLED YOU GUYS...

F ...TO ... FIND ALL THE WIRE HANGERS?

Action:

— CAMERA TRUCKS OUT FROM SCREEN

Timing:



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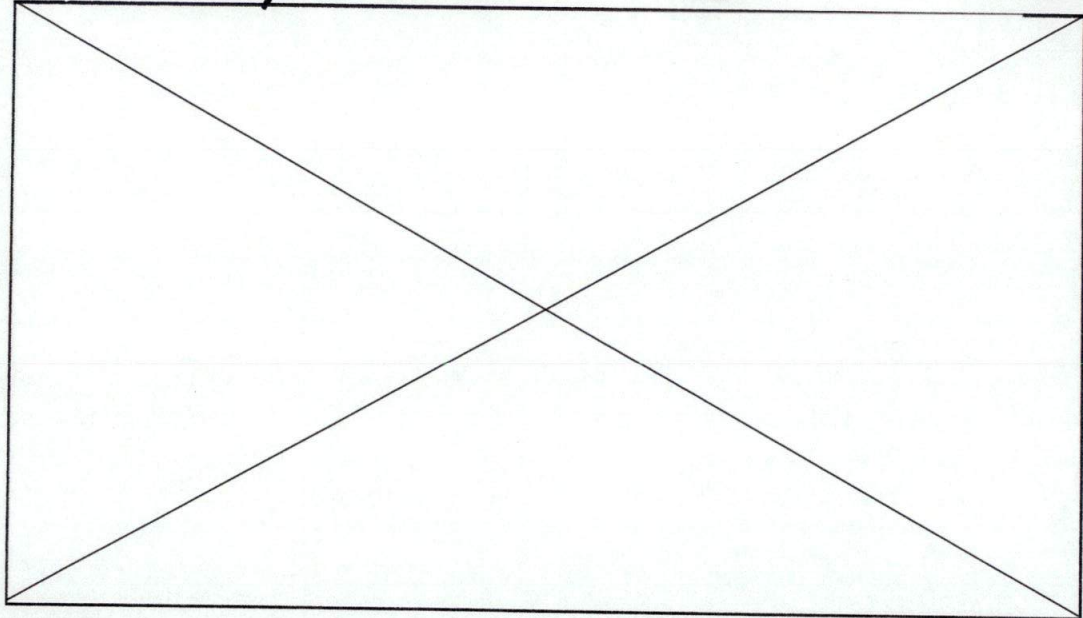


# ADVENTURE TIME

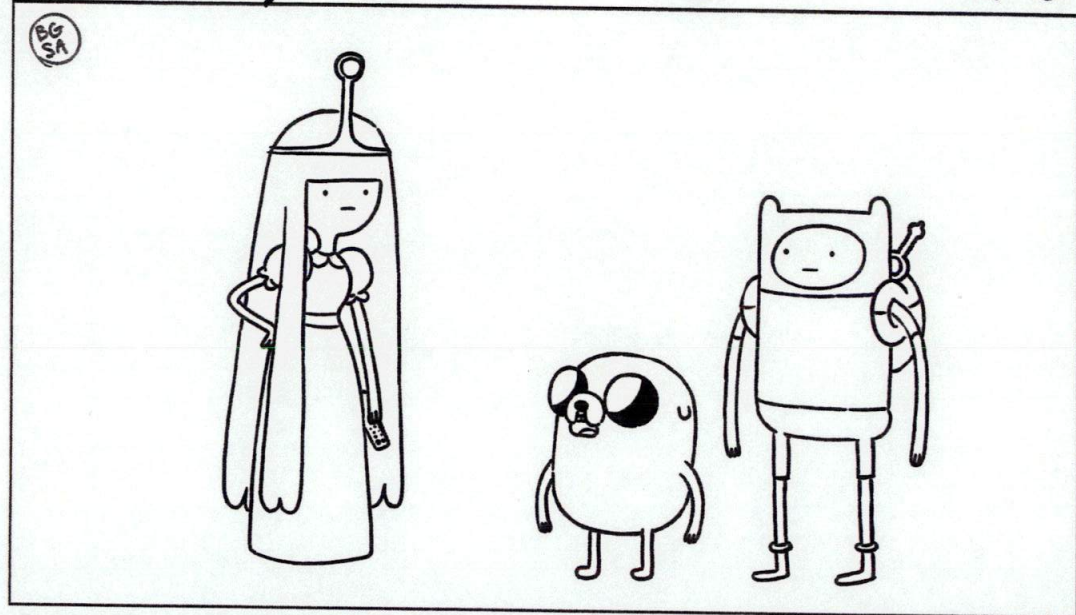


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Sc. 8 *CONT* Pnl. B Bg. day night



Sc. 8 *CONT* Pnl. C Bg. day night



Dialog:

(PB) YES.

⑤ WOULDN'T YOU RATHER HAVE US FIGHTING EVIL DEMONS OR SOMETHING?

Action:

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Timing:

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Production :

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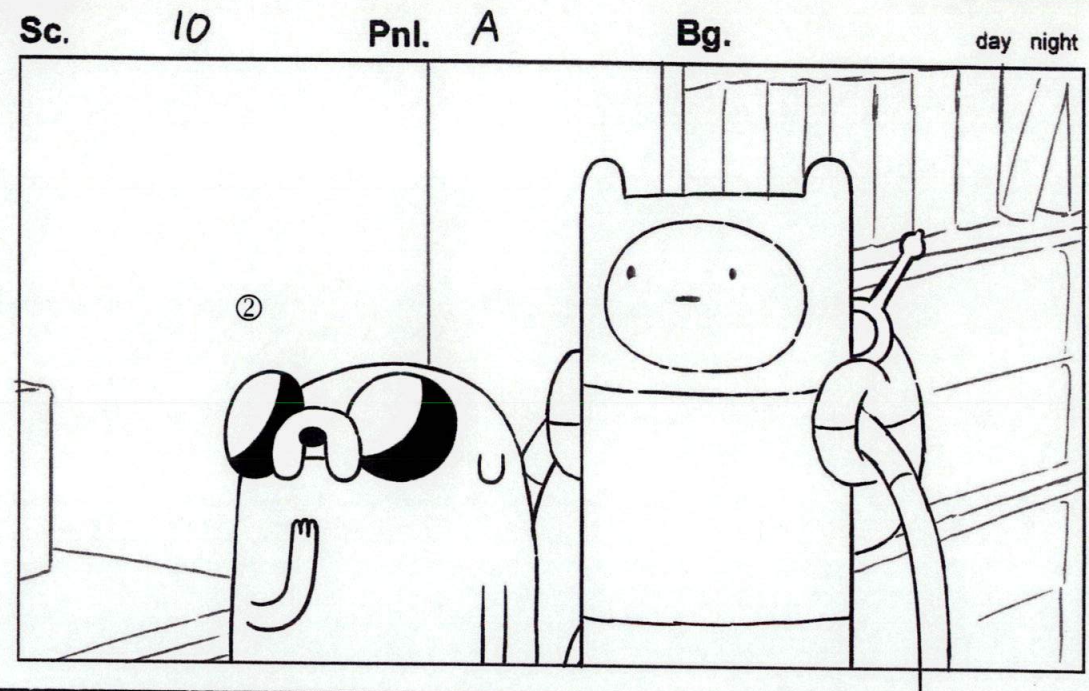
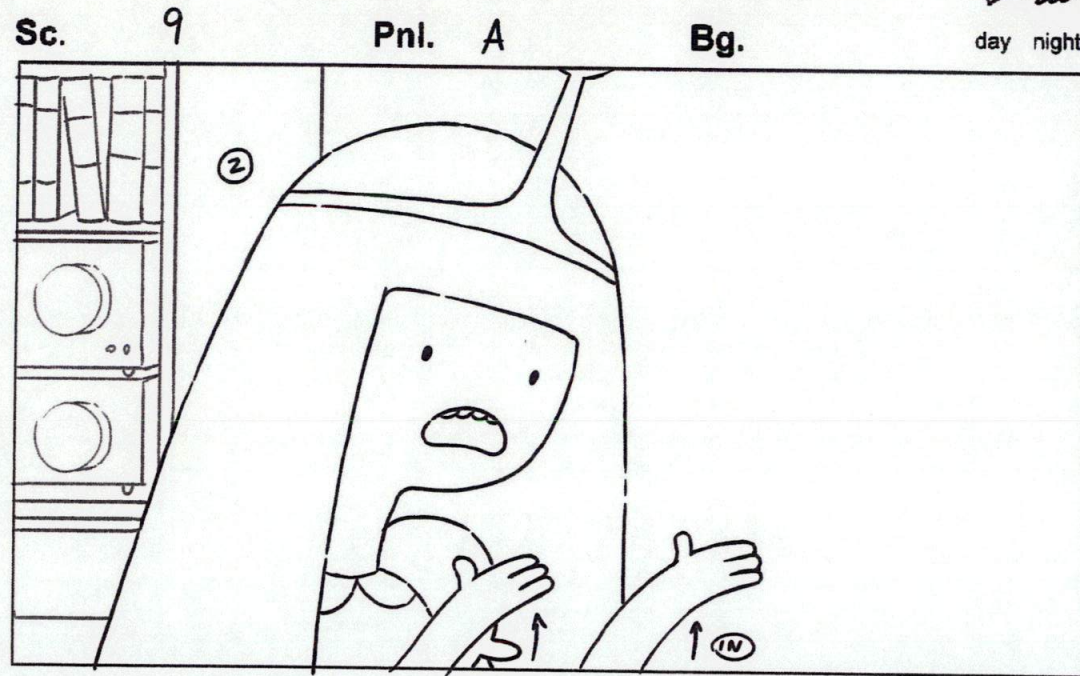
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# ADVENTURE TIME



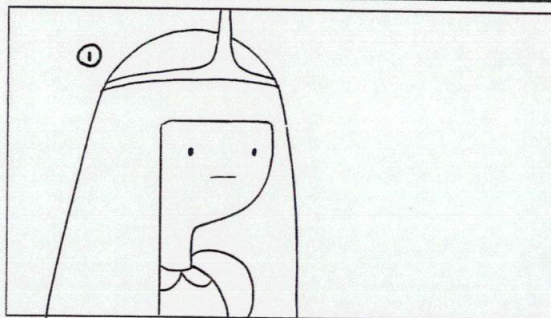
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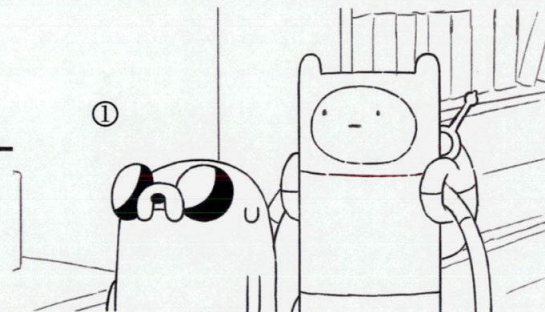
Dialog: (PB) MAYBE AN EVIL DEMON IS STEALING ALL THE HANGERS.

(3) mmm...

Action:



Timing:



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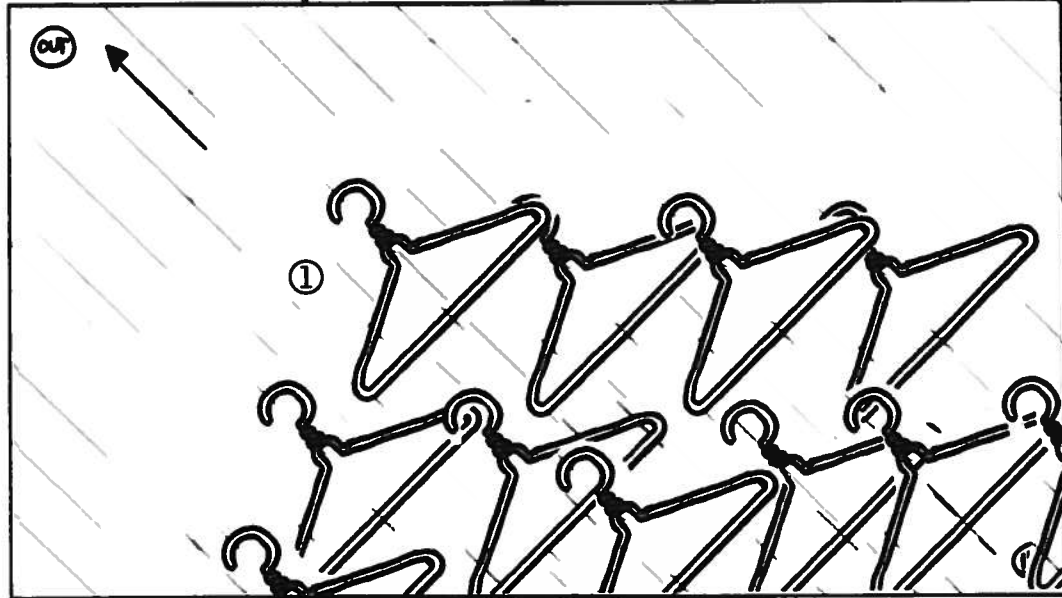
# ADVENTURE TIME



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Sc. 10 *CONT* Pnl. *B* Bg. day night



Sc. 10 Pnl. C Bg. day night



Dialog:

Action:

- HANGER WIPE

Timing:



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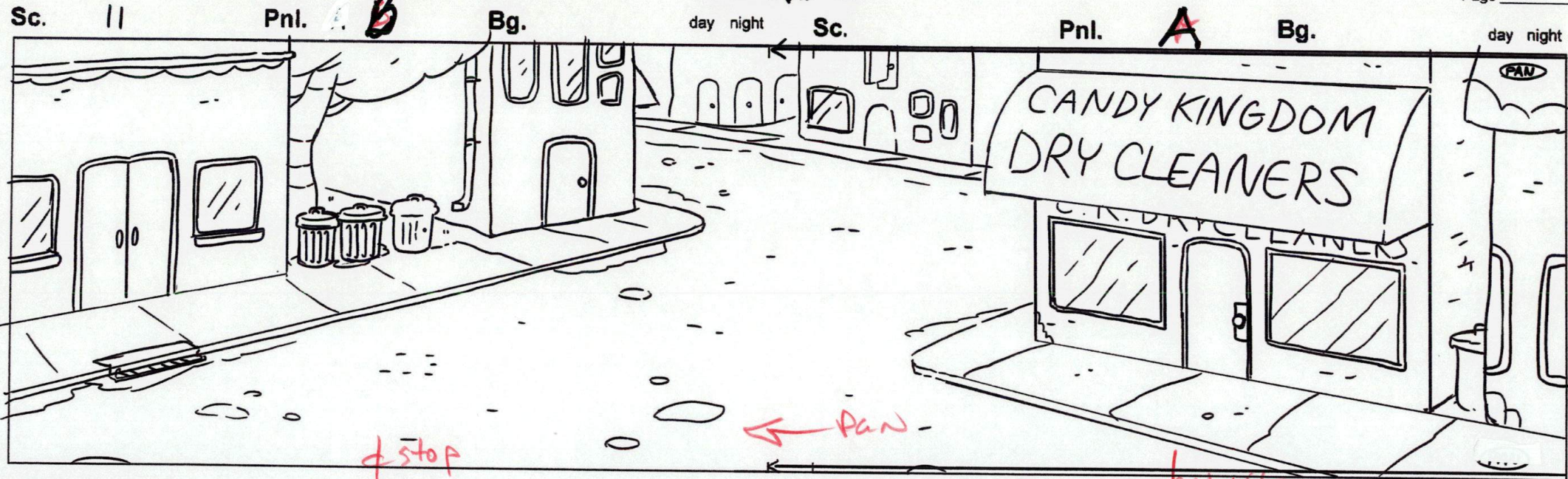
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# ADVENTURE TIME



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Dialog:

Action:

- PAN ACROSS STREET TO ALLEY.

Timing:

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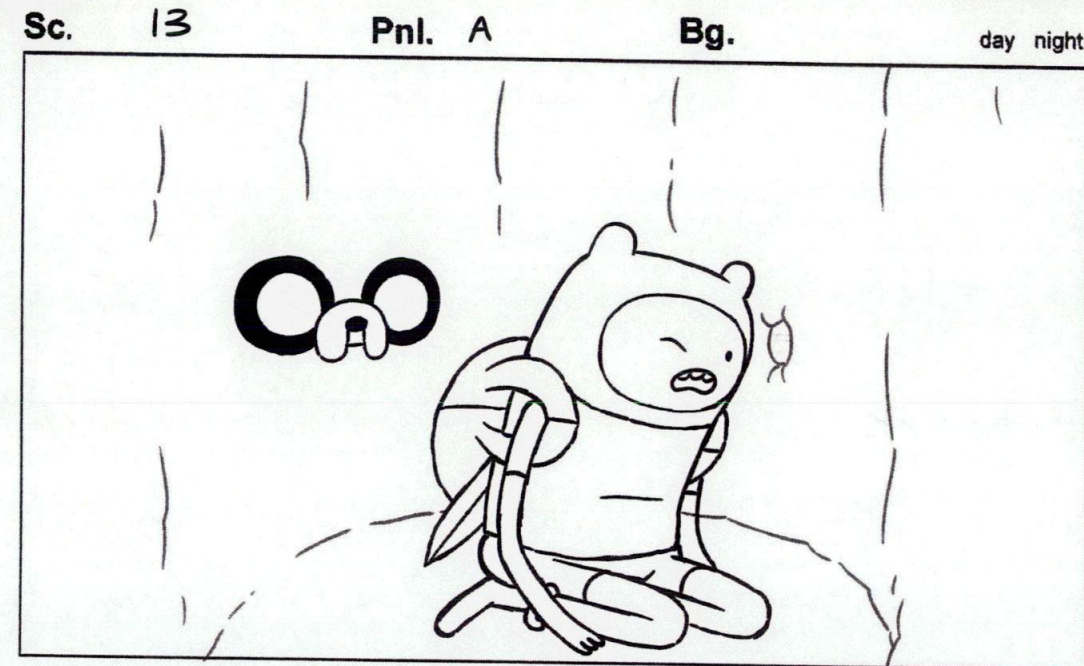
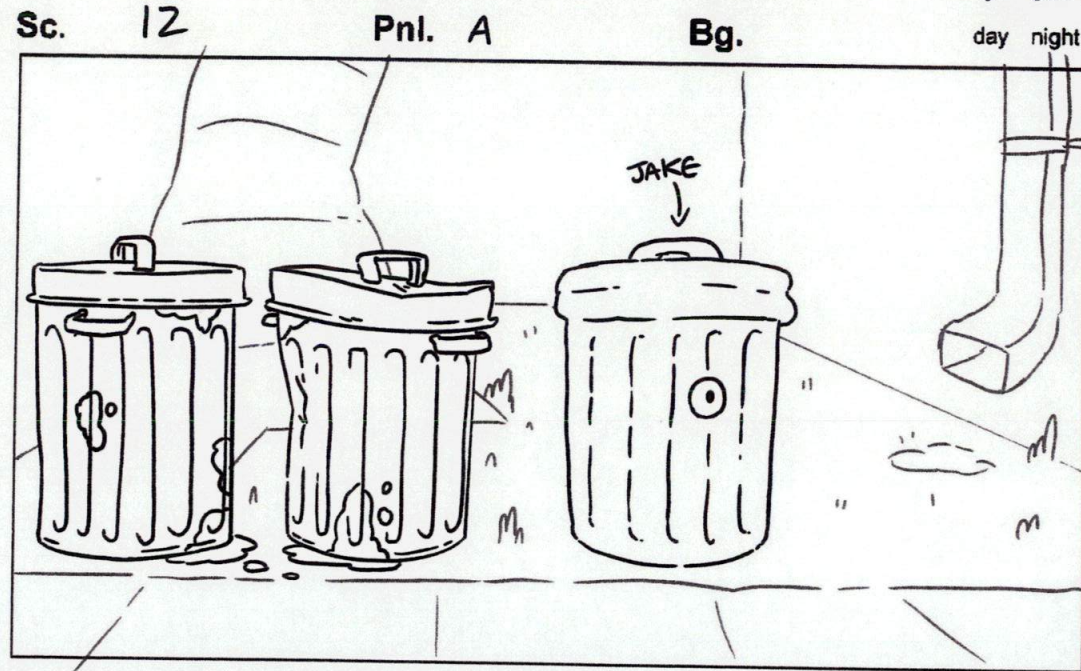
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# ADVENTURE TIME



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Dialog:	<p>③ SEE ANYTHING?</p> <p>④ NO, IT'S PRETTY QUIET OUT THERE...</p>
Action:	<p>(FINN EYE PEEPING THRU THE PEEPHOLE)</p>
Timing:	<p>DEC 02 2015</p>

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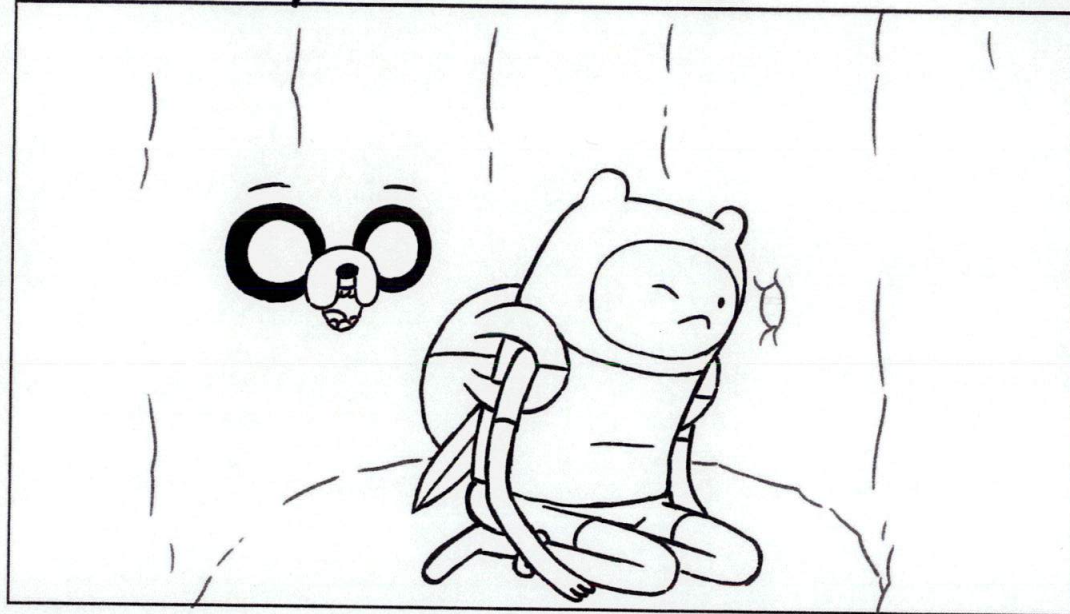


# ADVENTURE TIME

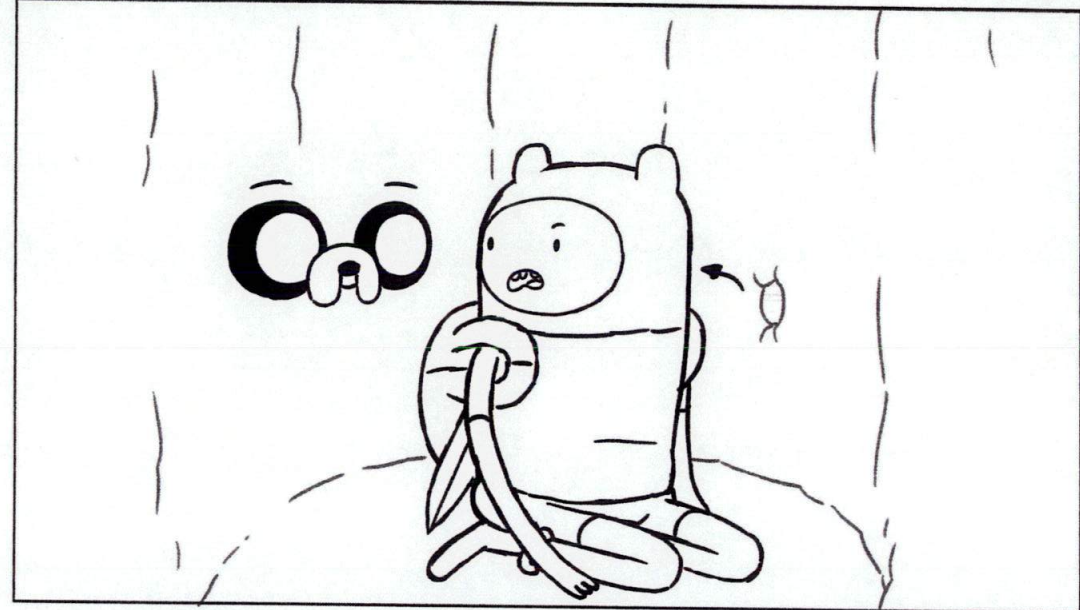


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Sc. 13 const Pnl. B Bg. day night



Sc. 13 const Pnl. C Bg. day night



Dialog:

⑤ YEAH, BUT NOT SO MUCH IN HERE!

⑥ HUH? WHAT DOES THAT me--

Action:

Timing:

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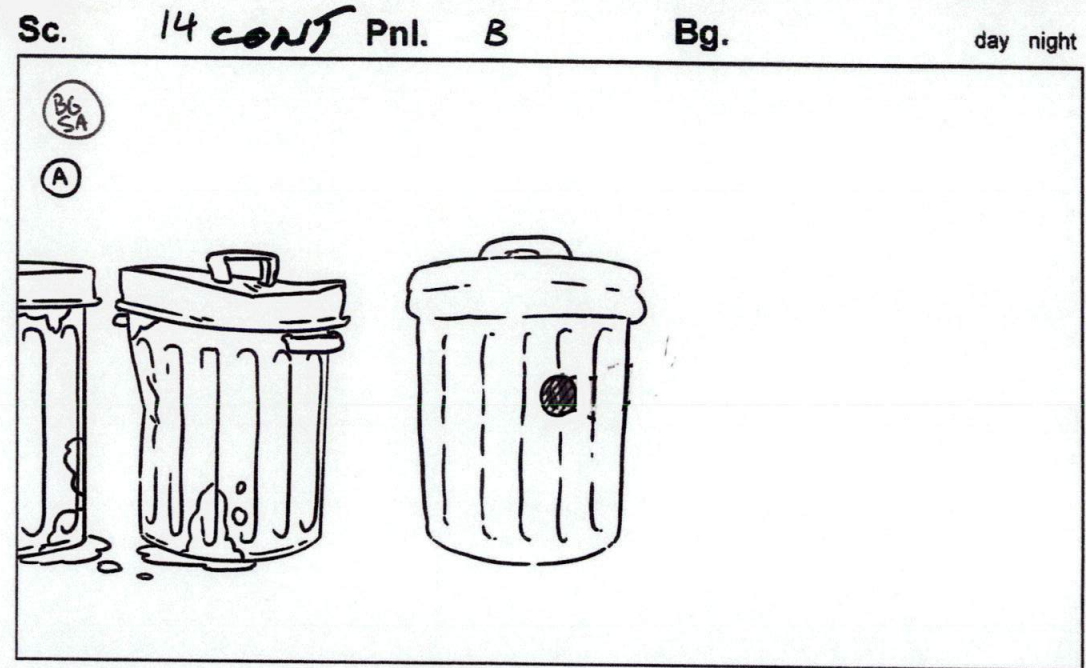
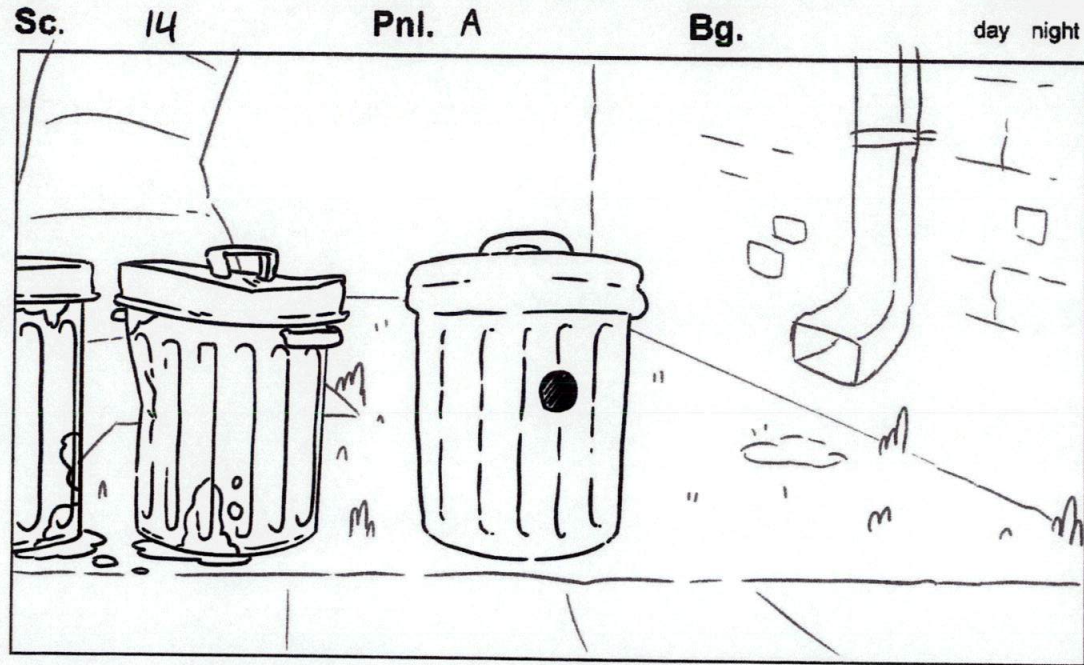
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# ADVENTURE TIME



Dialog:

(SPK) FART! \*

(F) AH, JAKE NO!

(J) HA HA HA

Action:

Timing:

(B)

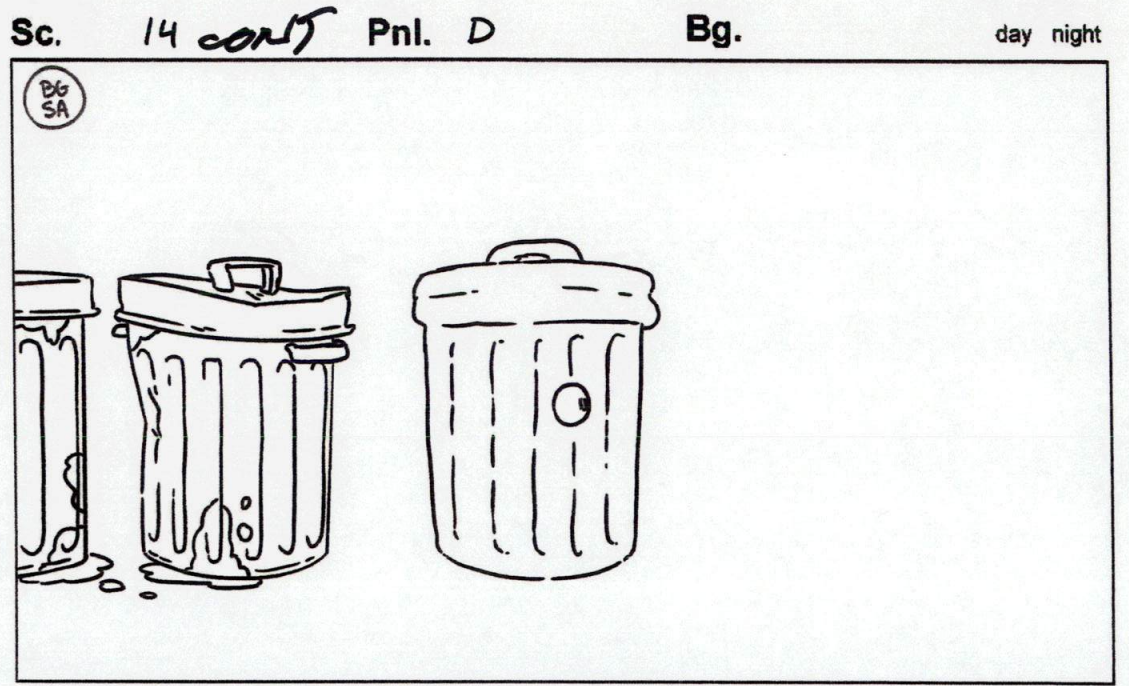
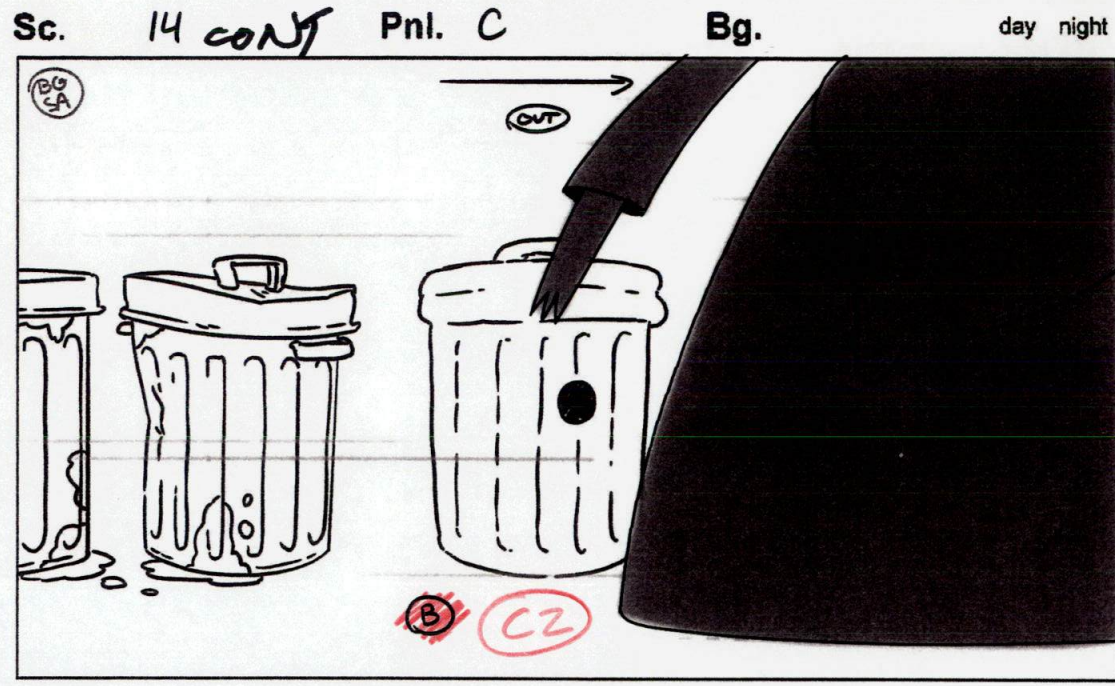
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# ADVENTURE TIME



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Dialog:			<p>(F) HOLD ON, WHAT WAS THAT?</p>	
Action:	<p>(A BLURRY SHAPE SWEEPS BY THE CAMERA)</p>			<p>FINN'S EYE APPEARS IN HOLE</p>
Timing:				<p>DEC 02 2015</p>

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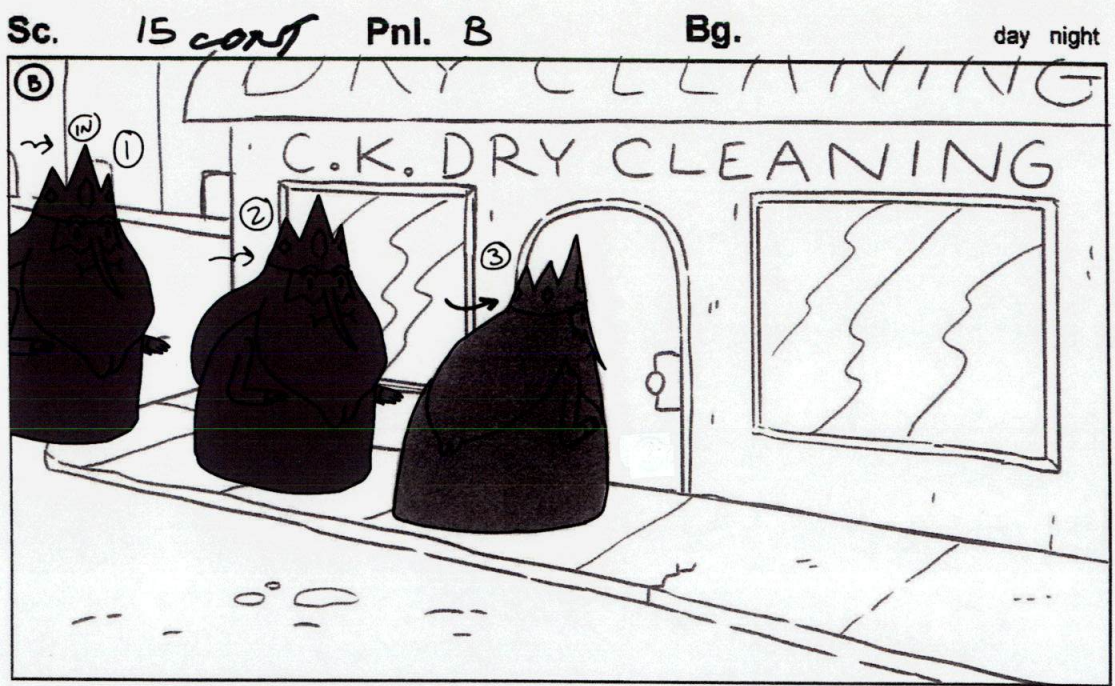
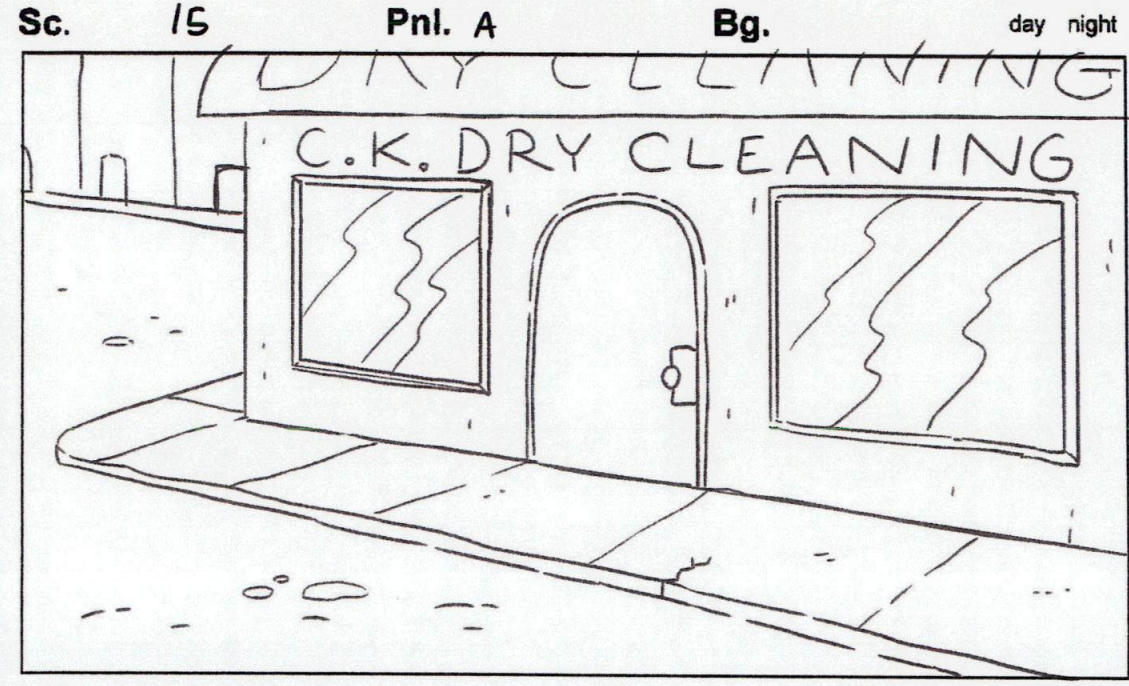
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ADVENTURE TIME



Dialog:

Action:

Timing:

(DARK ICE KING-SHAPED  
FIGURE APPROACHES DOOR)

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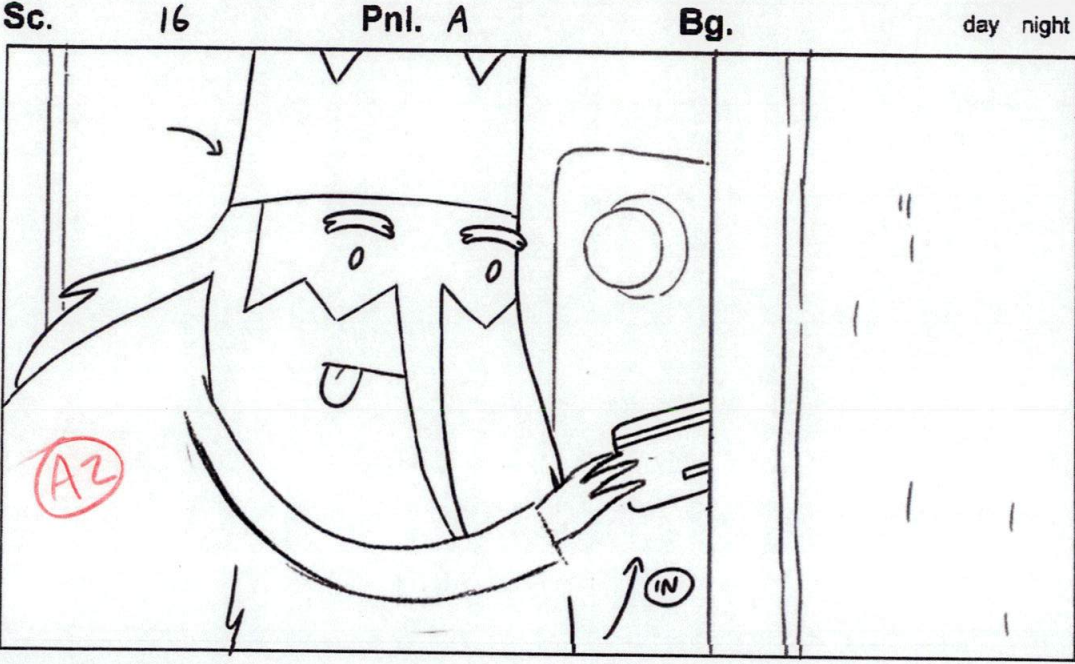
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ADVENTURE TIME



Dialog:

③ (O.S.) IT'S OVER, ICE KING.

Action:

(THE OL' CREDIT CARD TRICK.)

Timing:

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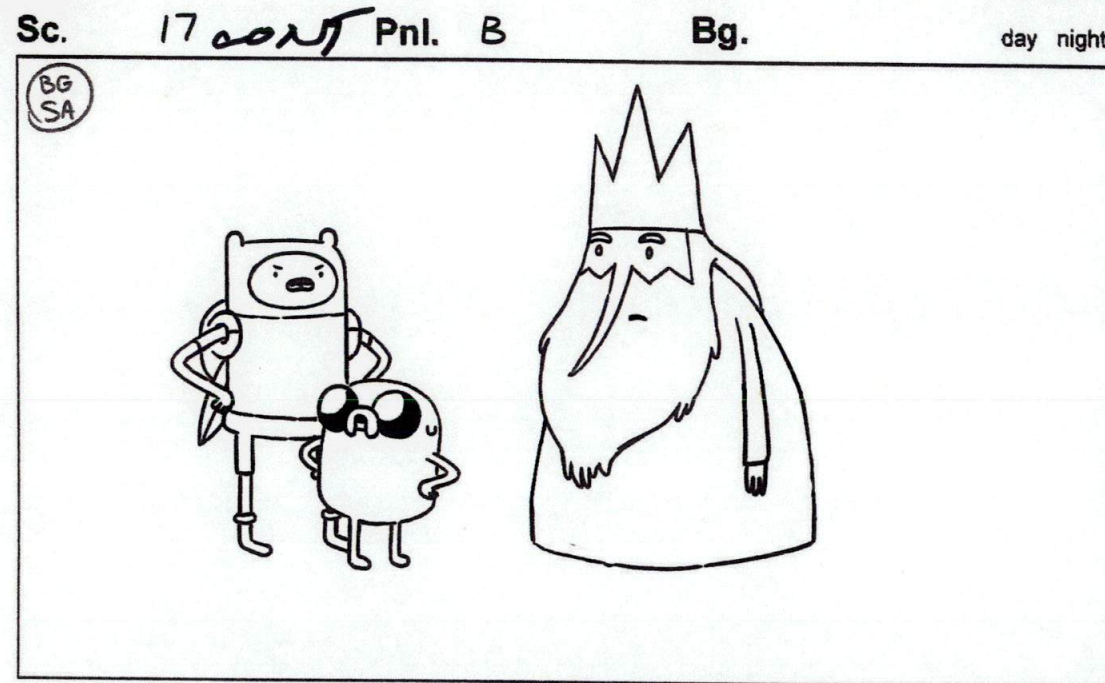
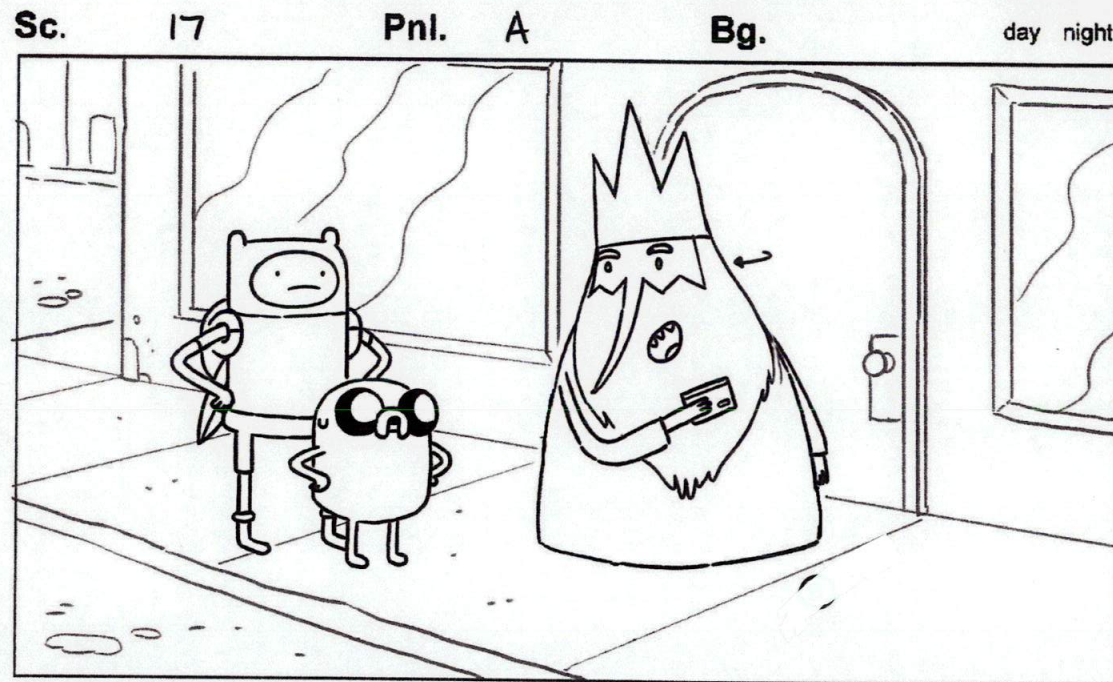
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# ADVENTURE TIME



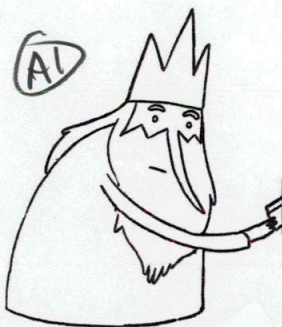
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Dialog: (IK) OH HEY GUYS.

(F) WHAT'S GOING ON? IS KIDNAPPING  
HANGERS YOUR NEW THING NOW?

Action:



- IK TURNS.

Timing:

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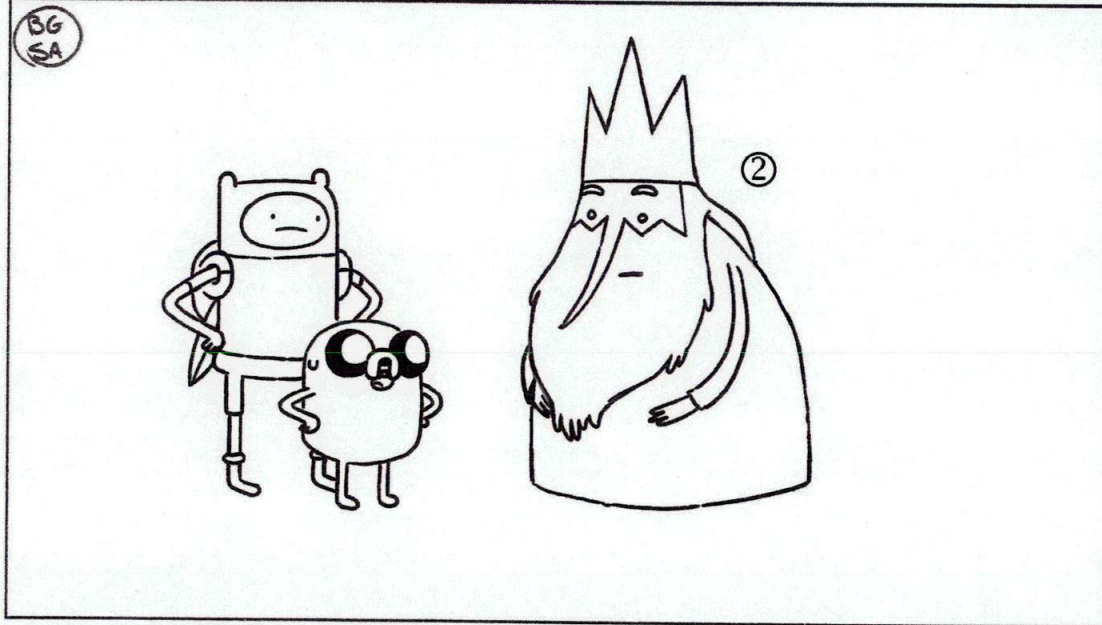


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Sc. 17 cont Pnl. C

Bg.

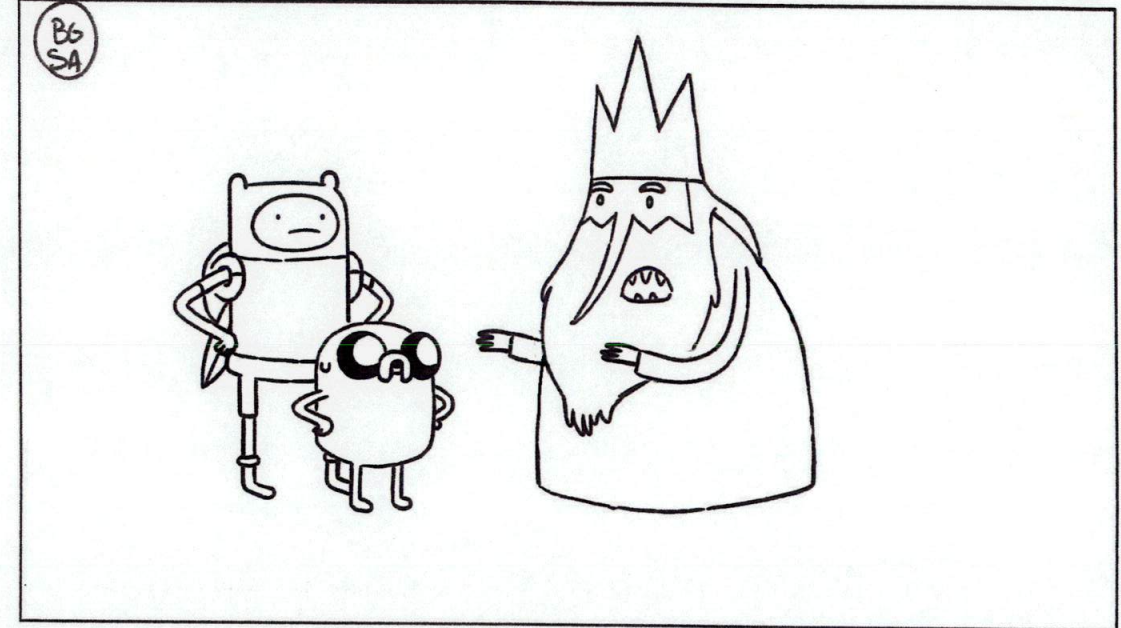
day night



Sc. 17 cont Pnl. D

Bg.

day night



Dialog:

③

YEAH, MAN. YOU HAVE  
LIKE ONE MUMU AND  
YOU'RE WEARING IT.

Action:

Timing:



①K

YOU THINK THIS IS ABOUT HANGERS?

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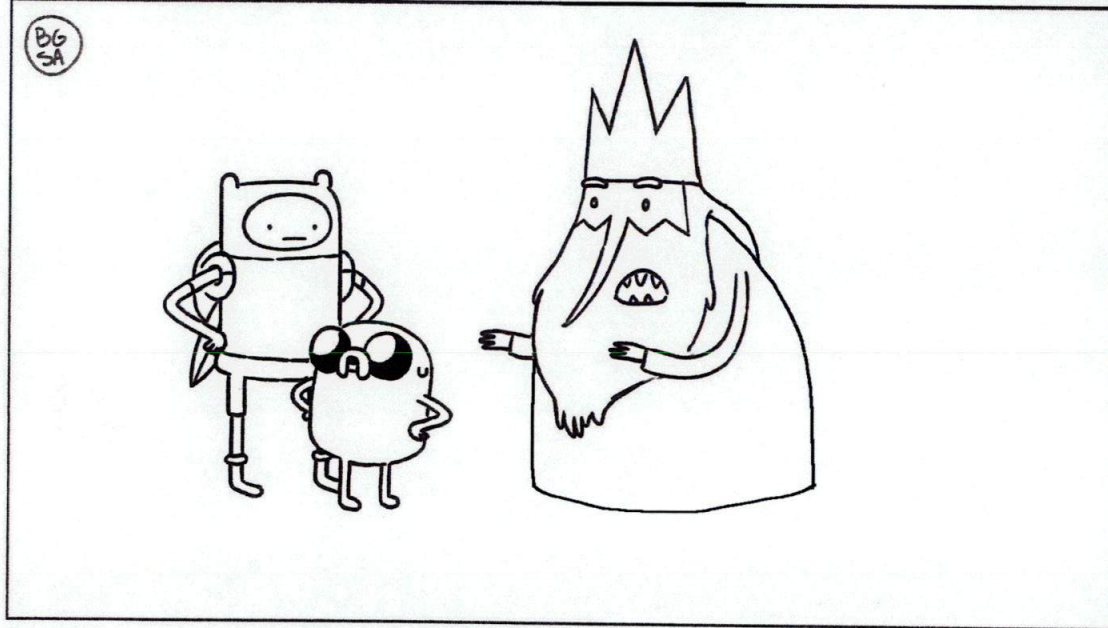


# ADVENTURE TIME

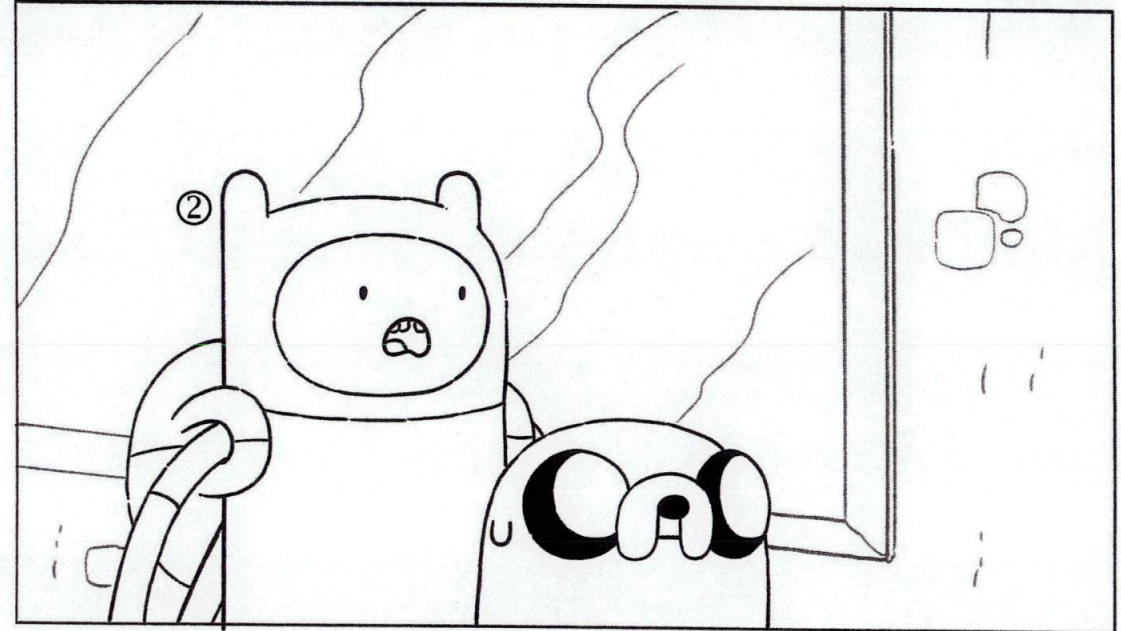


Page 26

Sc. 17 *cont* Pnl. E Bg. day night



Sc. 18 Pnl. A Bg. day night

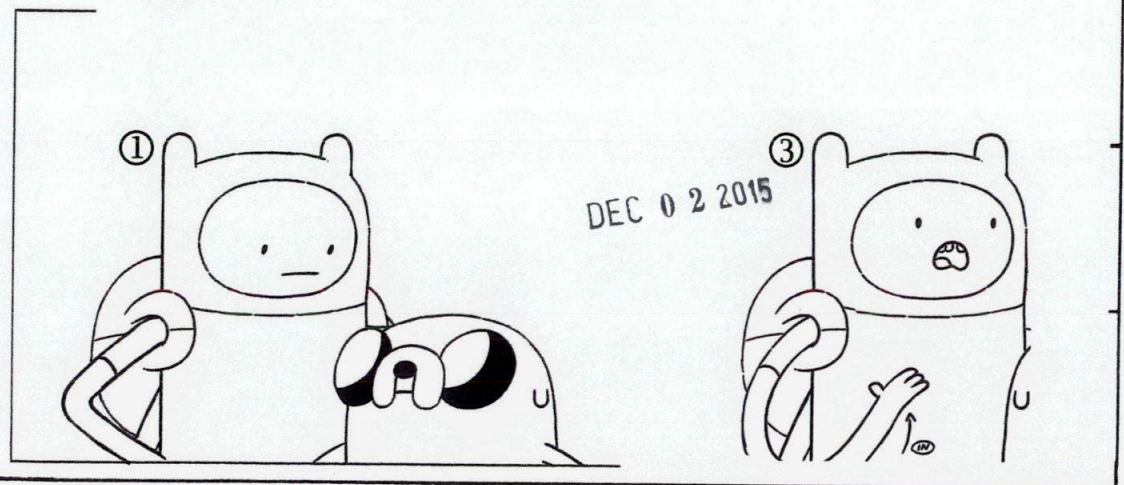


Dialog: (1K) REALLY?

Action: - F+J LOOK AT EACH OTHER.

Timing:

(F) WELL... YEAH BECAUSE...



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EPISODE #

1034/242

Production :

1034/242

1034/242



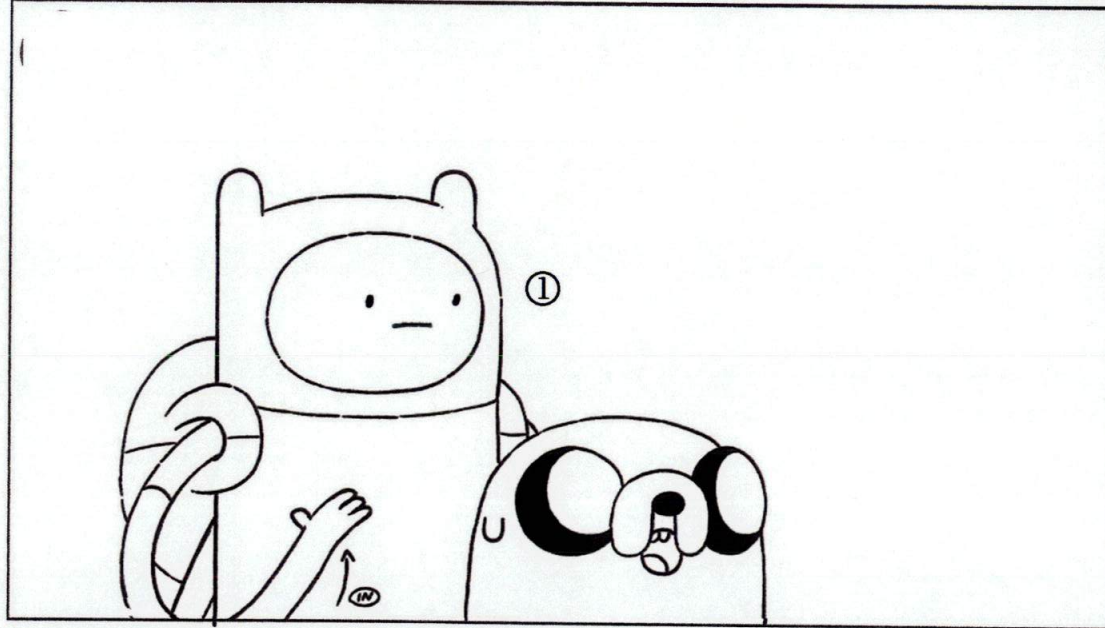
# ADVENTURE TIME



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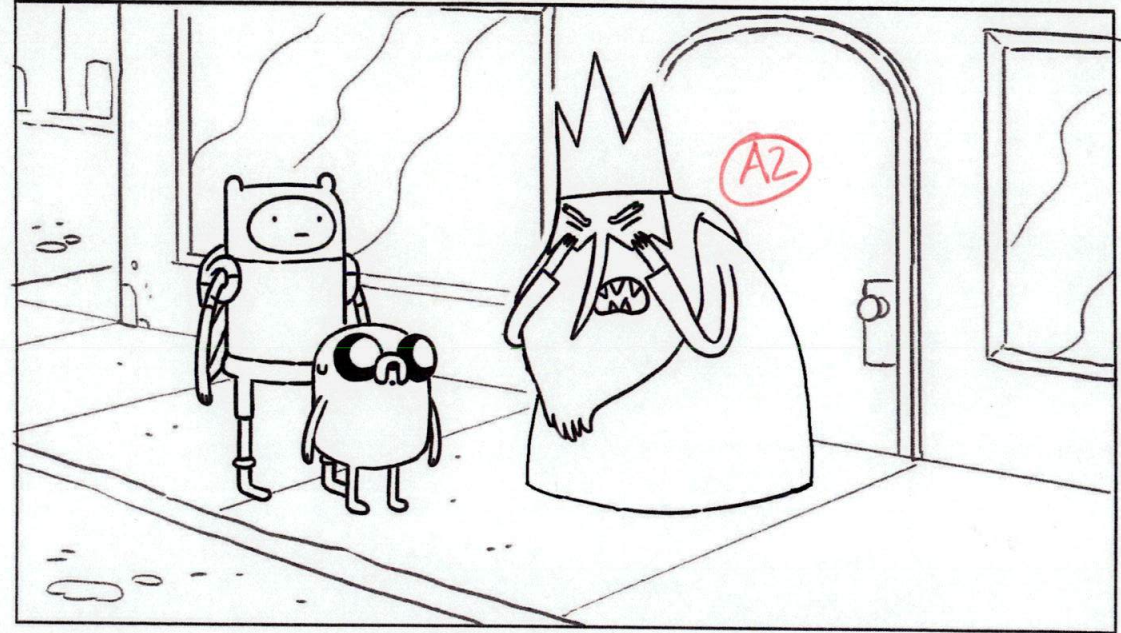
Sc. 18 cont Pnl. B Bg.

day night



Sc. 19 Pnl. A Bg.

day night



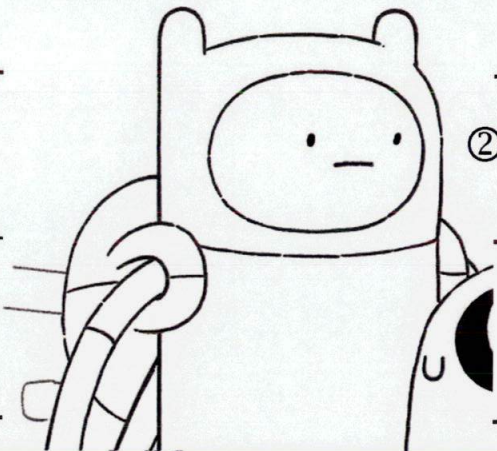
Dialog:

(F) ...YOU'RE STEALING ALL THE... HANGERS...  
(J) YOU'RE STEALING EVERYONE'S HANGERS, DUDE.

(IK) IT'S ABOUT SO MUCH MORE... SO MUCH MORE

Action:

Timing:



DEC 02 2015

BS  
SA

EPISODE # 1034-242

1034/242

Production :

1034/242



# ADVENTURE TIME

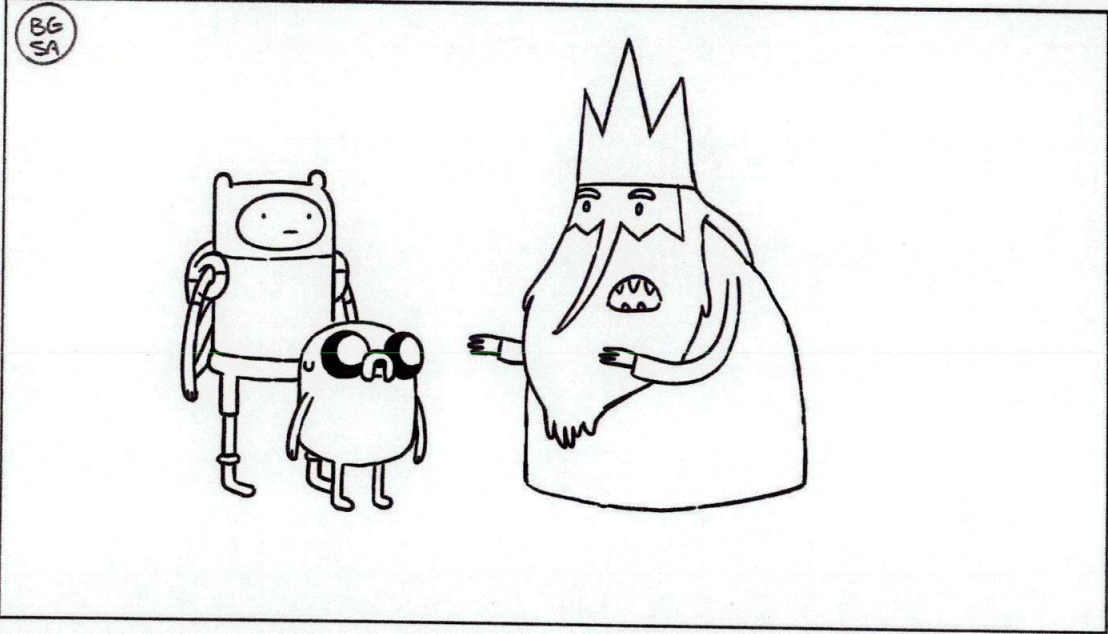


Page 28

Sc. 19 *CONT* Pnl. B

Bg.

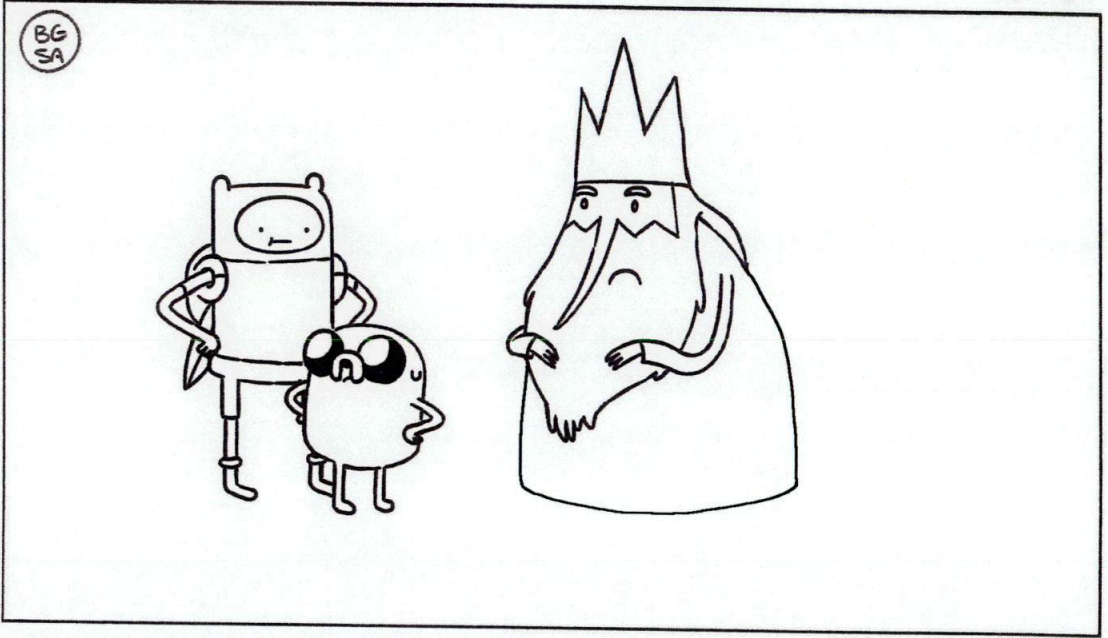
day night



Sc. 19 *CONT* Pnl. C

Bg.

day night



Dialog: (IK) COME BACK TO MY PLACE AND I'LL EXPLAIN EVERYTHING.

Action: - F+J LOOK AT EACH OTHER.

DEC 02 2015

Timing:

EPISODE # 1034-242  
1034/242

Production :

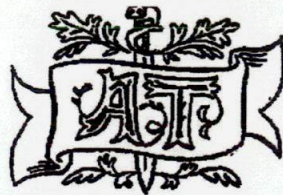
1034/242

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1034/242



# ADVENTURE TIME



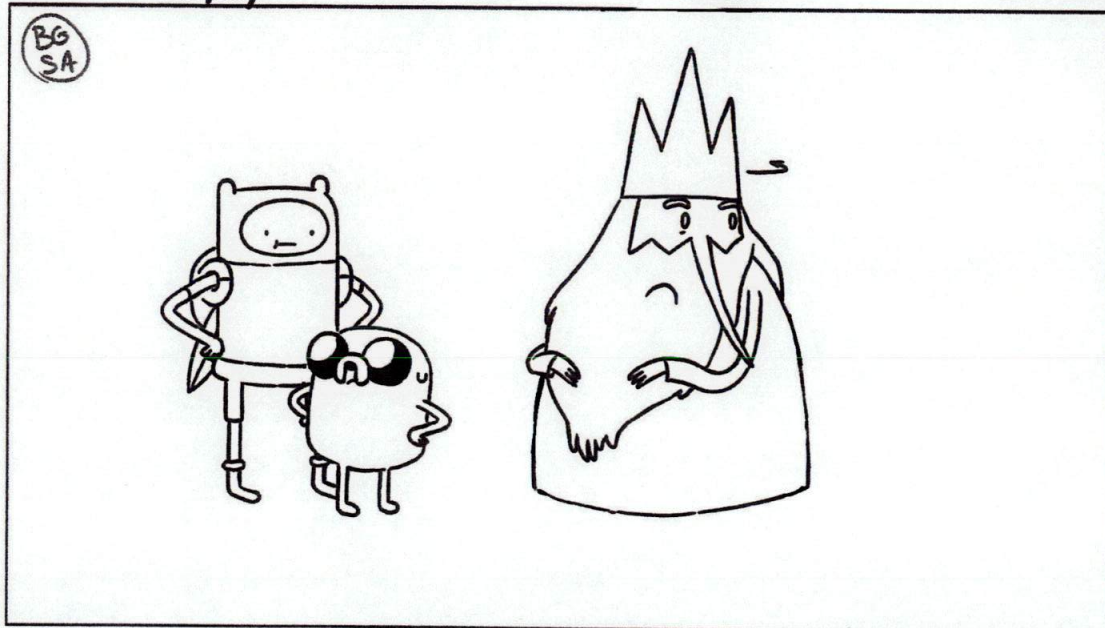
Page 29

Sc. 19 *CONT*

Pnl. D

Bg.

day night

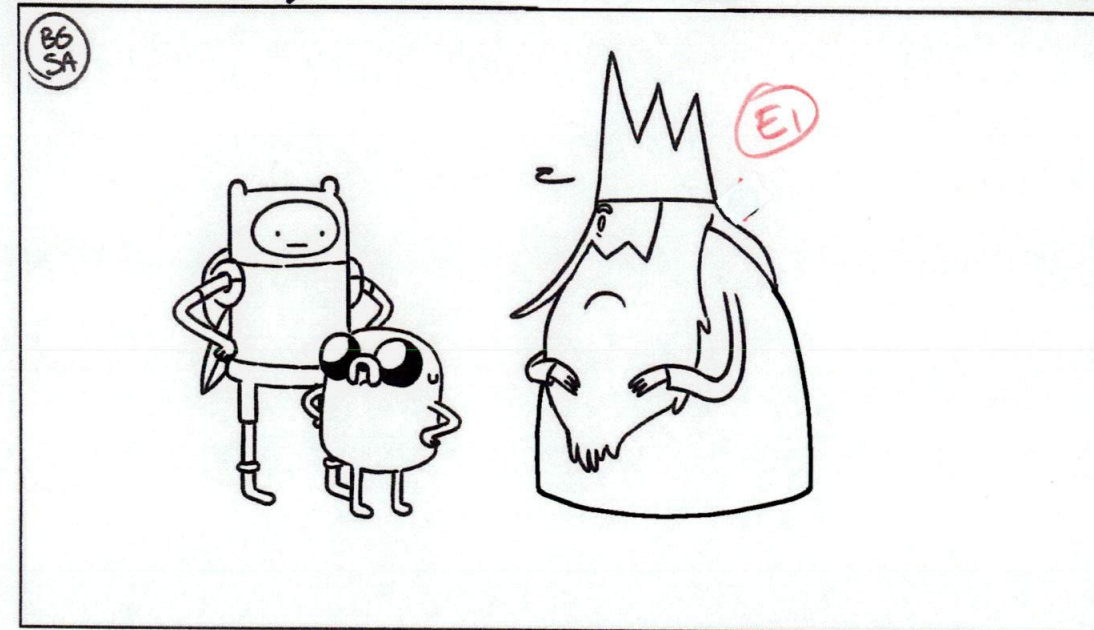


Sc. 19 *CONT*

Pnl. E

Bg.

day night



Dialog:

(F & J) MMM...

Action:

(I.K. LOOKING  
AROUND NERVOUSLY)

Timing:



DEC 02 2015

Production :

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1034/242

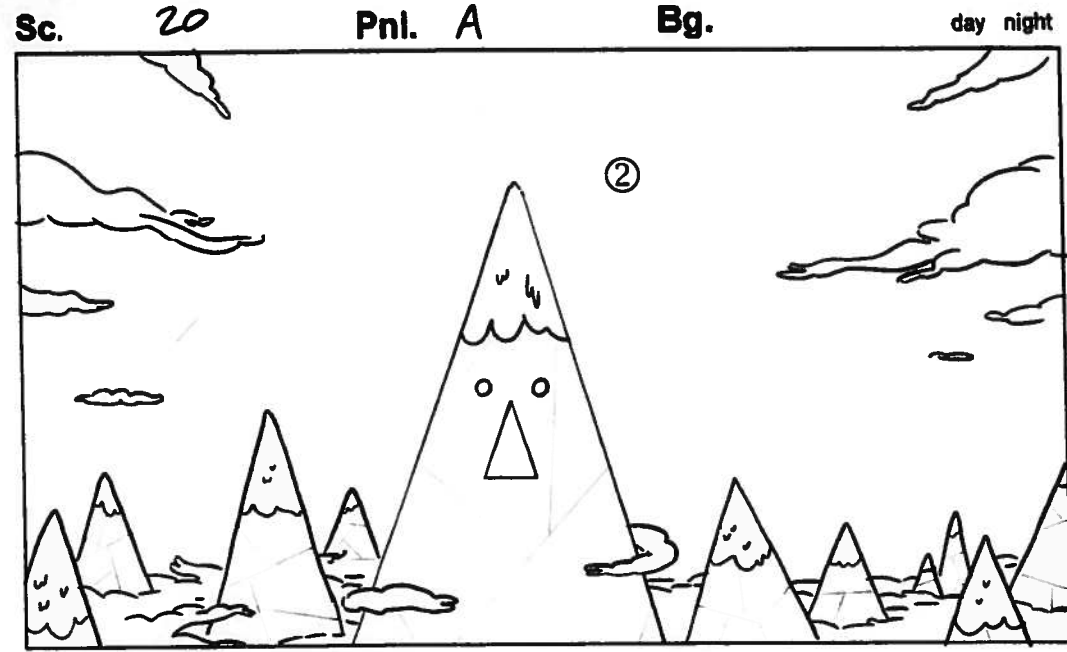
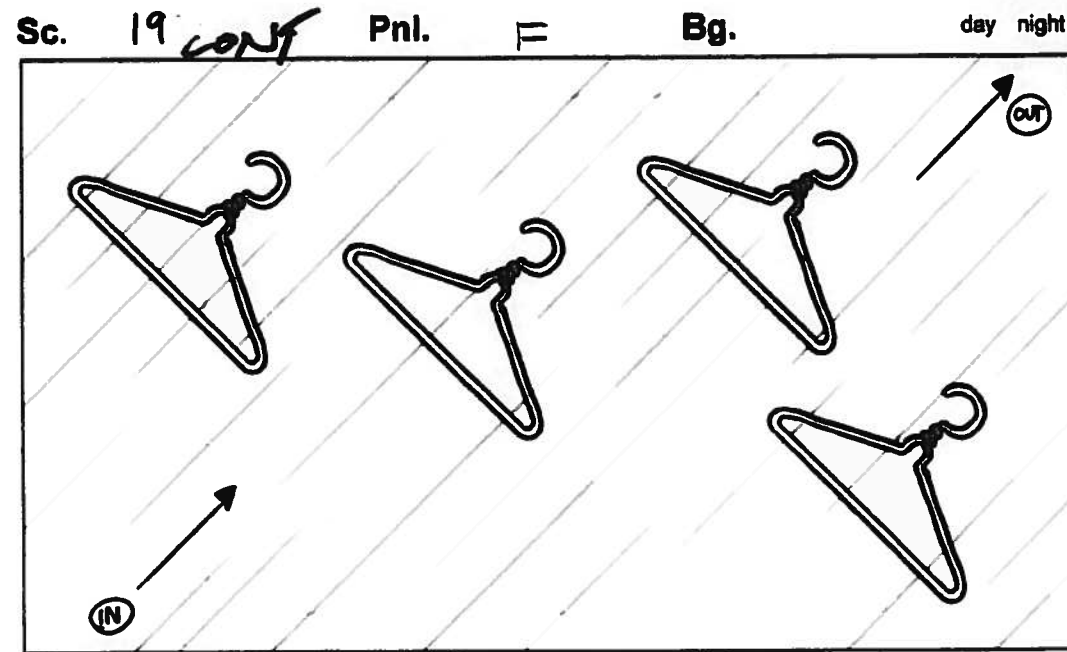


# ADVENTURE TIME



REVISED  
12/18/15

Page 30



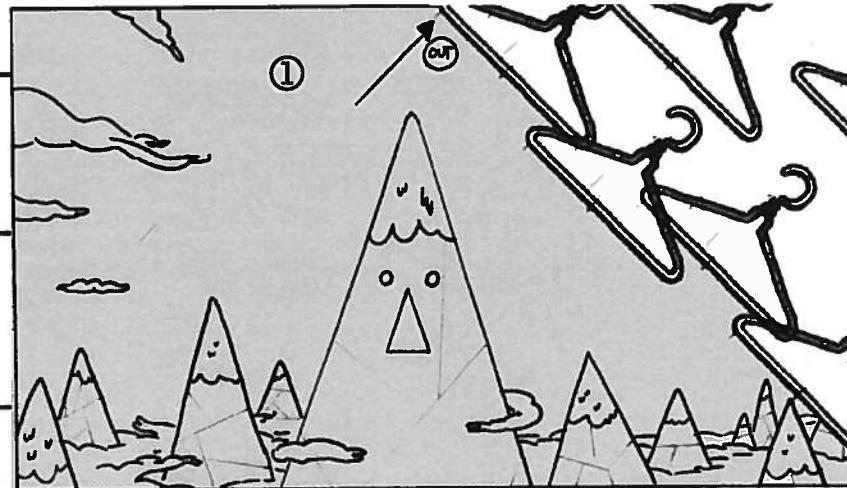
Dialog:

(9/5)  
(Jk) SEE? I DROPPED MY KEYS DOWN THIS DEEP HOLE...

Action:

- HANGER WIPE!

Timing:



DEC 02 2015

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Production :

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1034/242



# ADVENTURE TIME



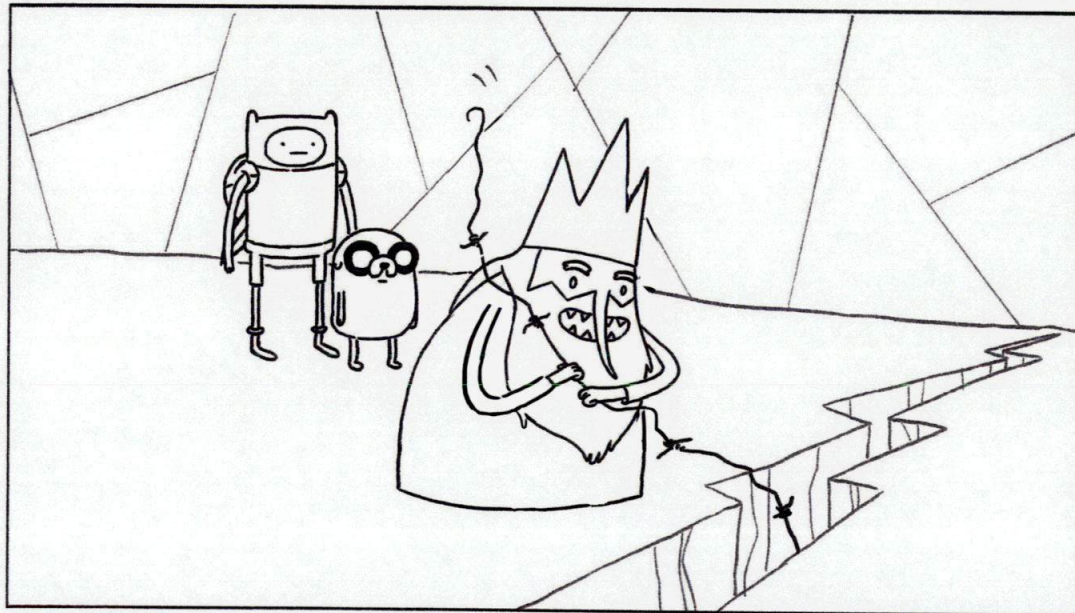
Page 31

Sc. 21

Pnl. A

Bg.

day night

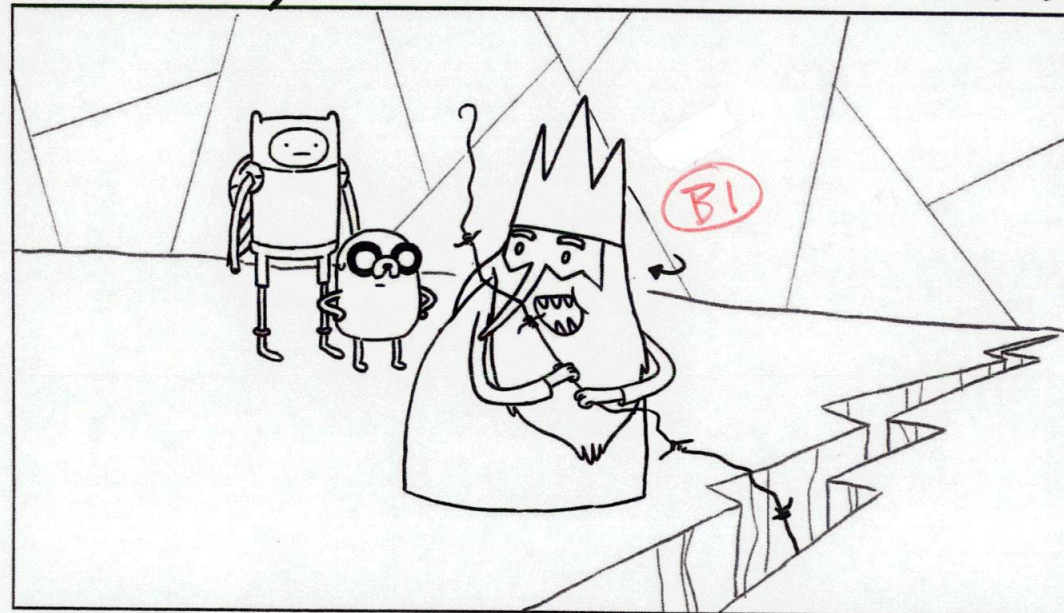


Sc. 21 *CONT*

Pnl. B

Bg.

day night



Dialog:

(IK) ... I NEED ALL THESE GUYS TO HELP  
ME SNAG 'EM

(IK) WHEN I'M DONE I'LL RETURN  
THEM ALL.

Action:

-IK WRIGGLES HANGER-LINE,

Timing:

DEC 02 2015



Production :

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1034/242



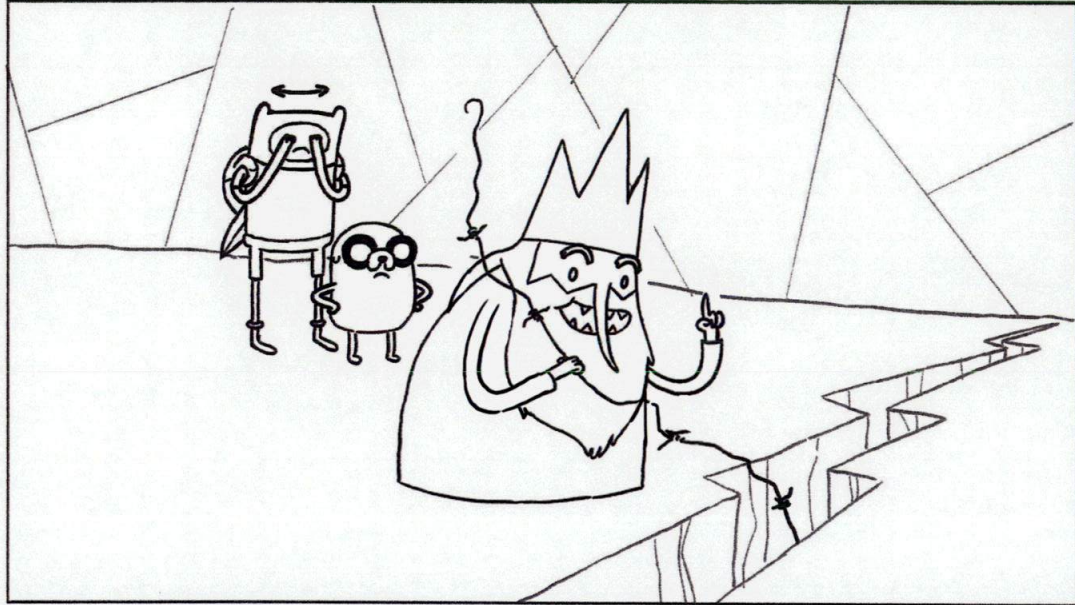
ADVENTURE TIME



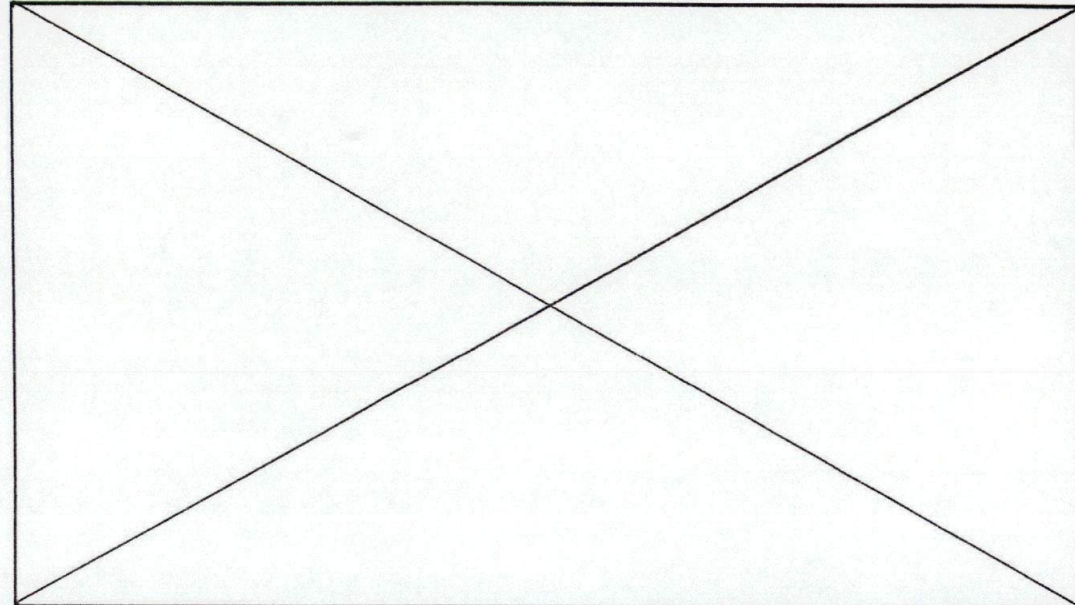
NO SC'S  
22-25

Page 32  
NO PGS 31-35  
day night

Sc. 21 *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	Ⓚ AND THAT'S AN ICE PROMISE!
Action:	- F. FACE PALMS AND SHAKES HEAD.
Timing:	DEC 02 2015

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EPISODE #

1034/242

Production :

1034/242

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1034/242

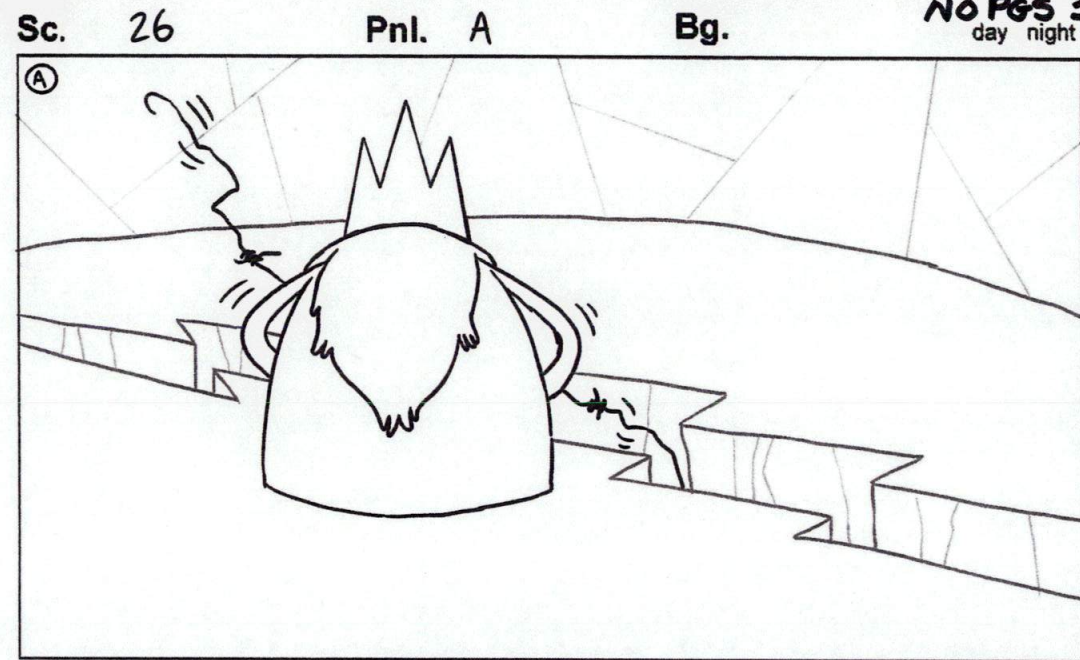
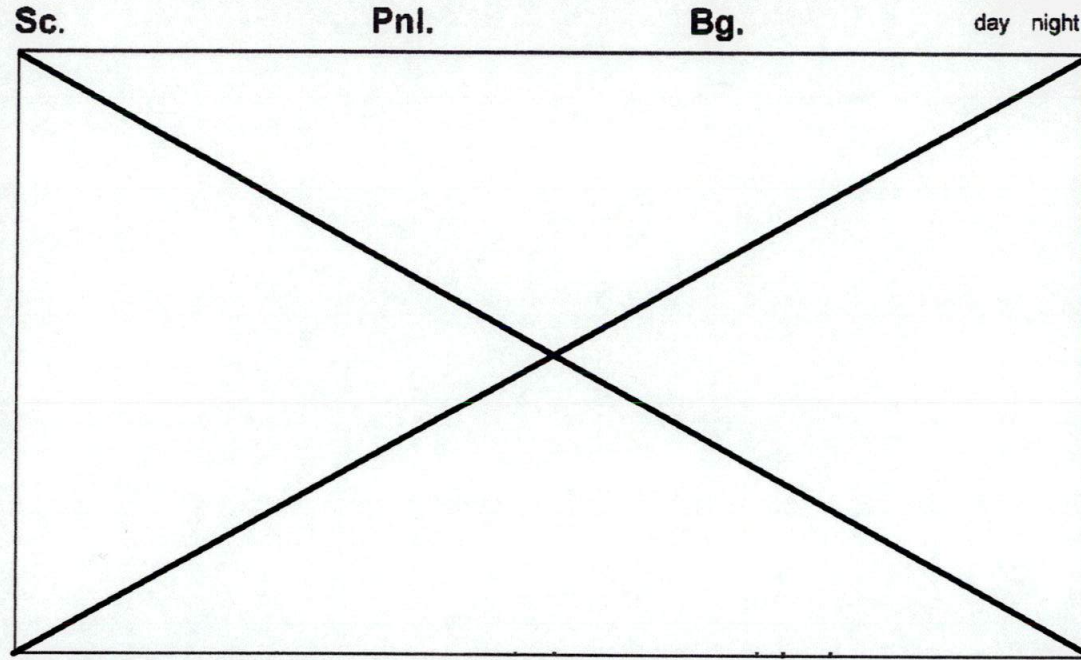


# ADVENTURE TIME



NO  
SC  
27

Page 36  
NO PGS 37-38  
day night



Dialog:

Action:

Timing:

(FINN'S POV)

DEC 02 2015

- A WEIRD GLOWING  
COMING FROM THE  
CRACK

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Production :

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# ADVENTURE TIME



REVISED  
3/17/10

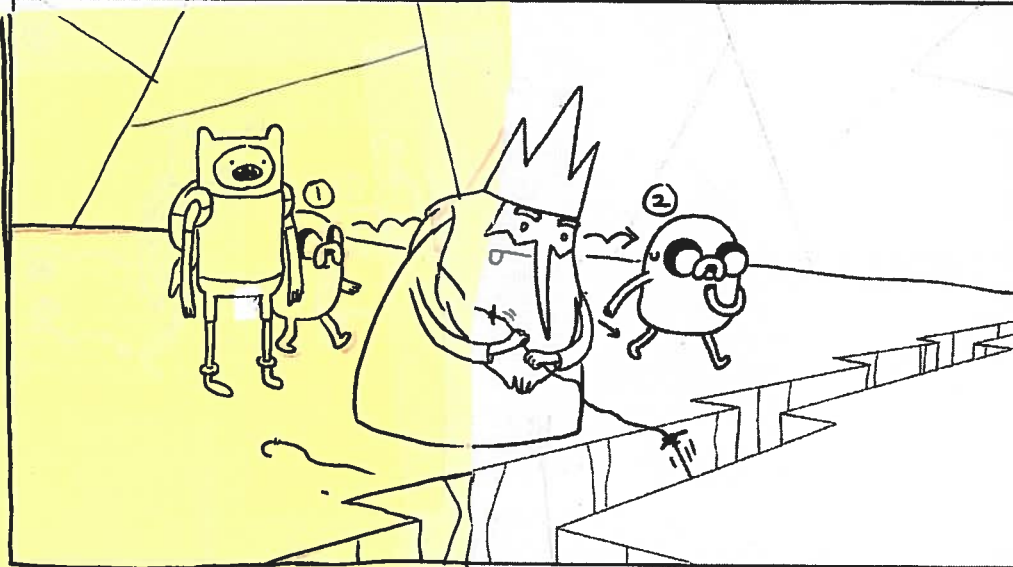
Page 39

Sc. 28

Pnl. A

Bg.

day night

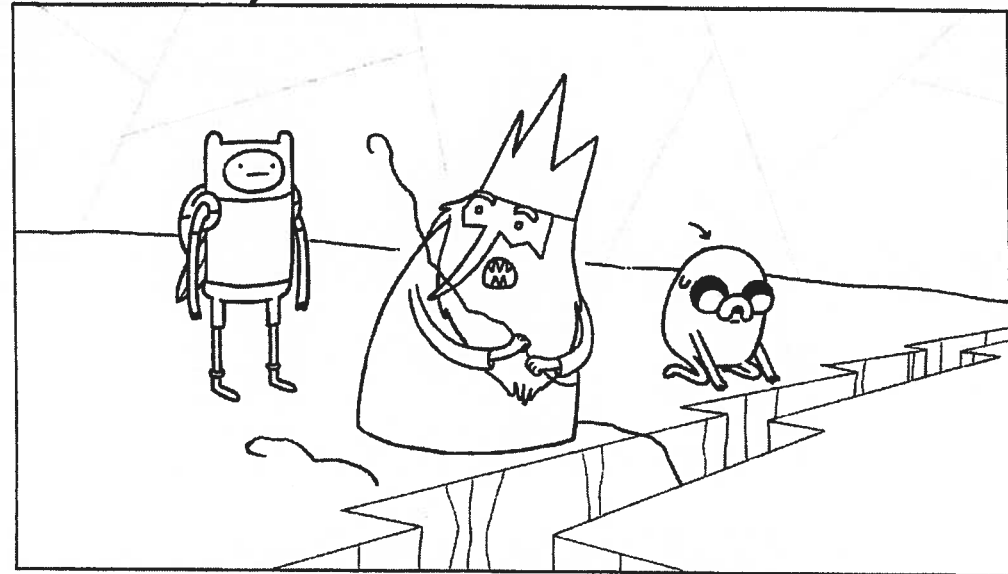


Sc. 28 cont

Pnl. B

Bg.

day night



Dialog:

(F) HOW LONG'S THIS CRACK BEEN HERE?

(IK)

FOREVER.... BEFORE FOREVER.

- J. WALKS FORWARD.

- J. KNEELS AT EDGE.

DEC 02 2010

Production :

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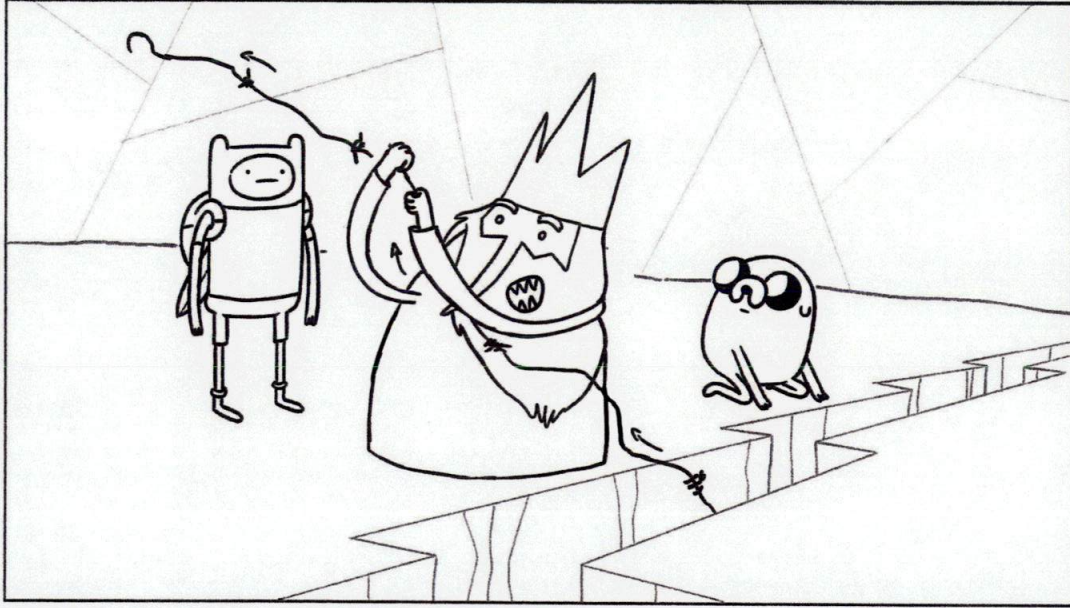


ADVENTURE TIME

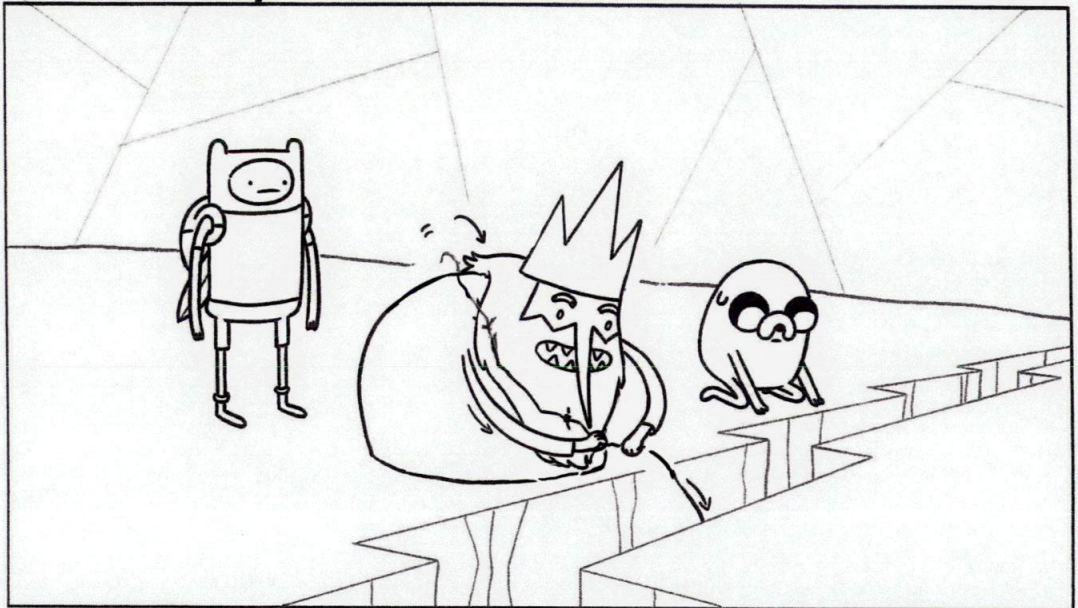


Page 40

Sc. 28 *CONT* Pnl. C Bg. day night



Sc. 28 *CONT* Pnl. D Bg. day night



Dialog:	(IK) AS LONG AS I CAN REMEMBER ...	
Action:	- IK ADDS HANGER TO LINE.	- IK LOWERS LINE AGAIN.
Timing:	DEC 02 2015	

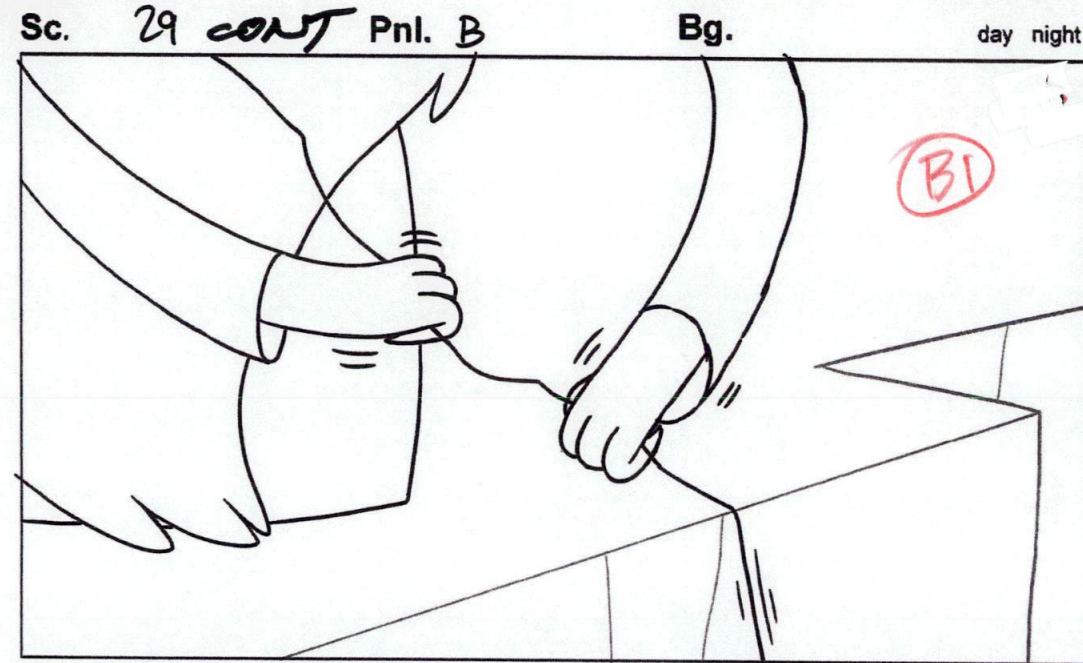
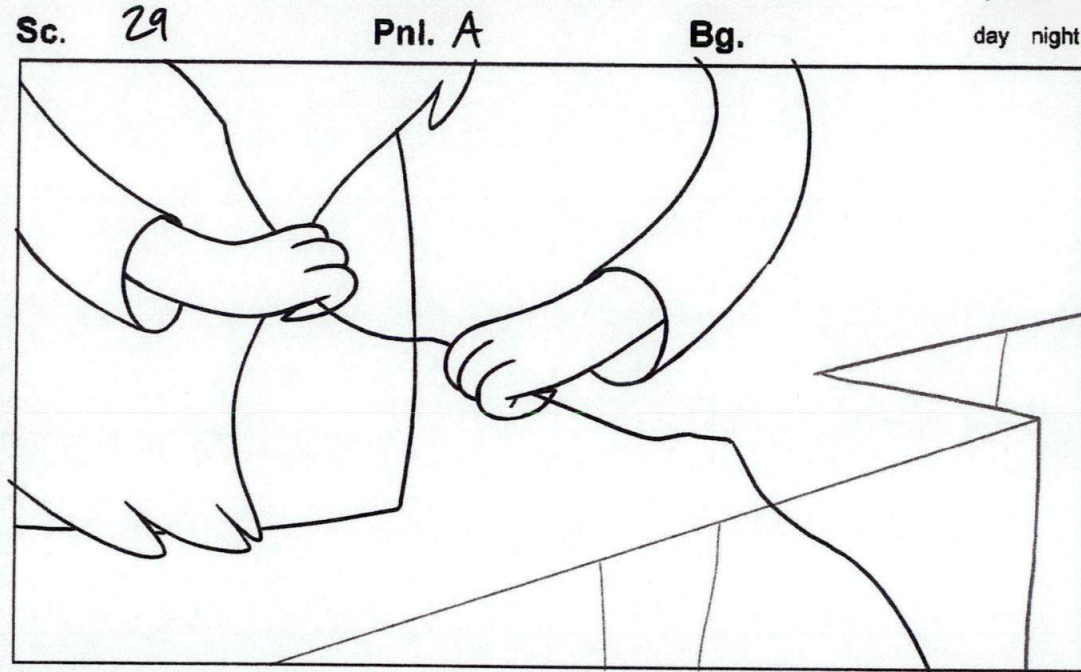
1034/242  
EPISODE # 1034-242  
1034/242  
Production :



# ADVENTURE TIME



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Dialog:

Action:

Timing:

(IK) WHAT THE...

(TUG TUG)  
(A B ... A B ...)



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EPISODE #

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DEC 02 2015

Production :

1034/242



ADVENTURE TIME



Page 42

Sc. 29 *CONT*

Pnl. C

Bg.

day night

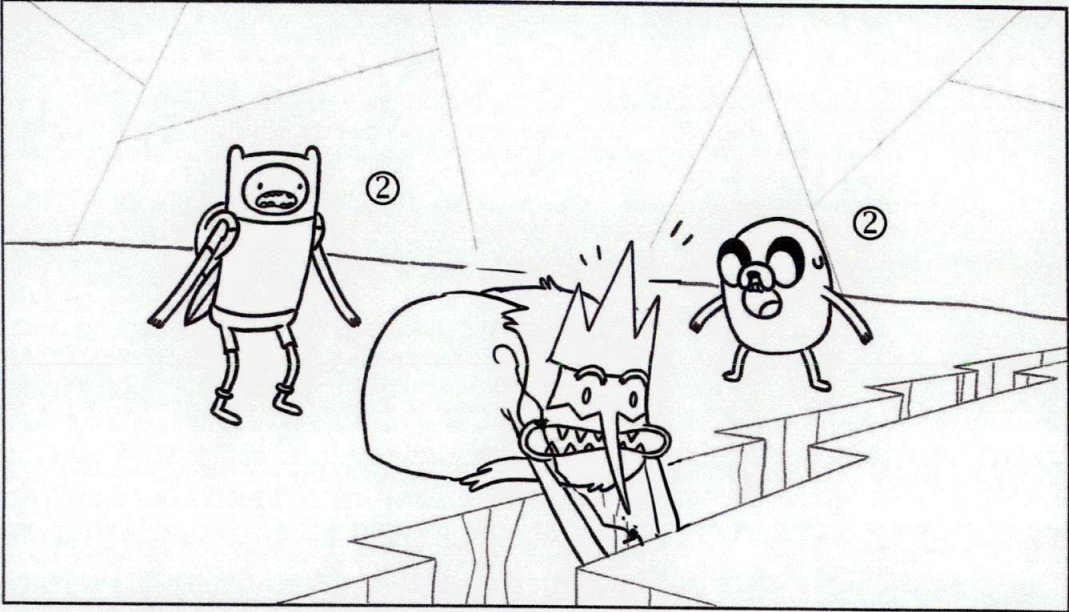


Sc. 30

Pnl. A

Bg.

day night



Dialog:

①K AHH! SOMETHIN'S GOT ME!

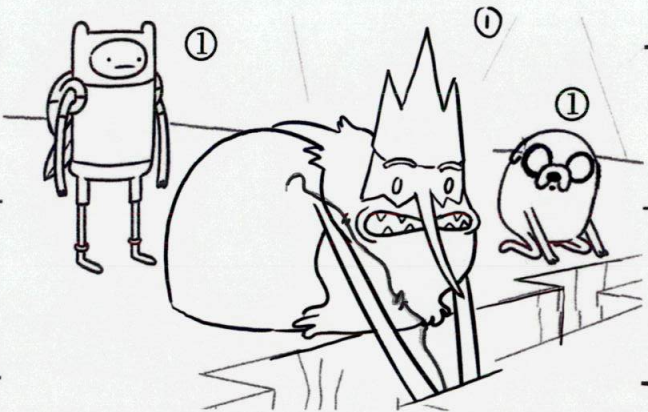
DEC 02 2015

Action:

- IK'S ARMS  
ARE YANKED  
FORWARD.

(YANK!)

Timing:



EPISODE # 1034-242

Production :

1034/242

1034/242

1034/242



# ADVENTURE TIME



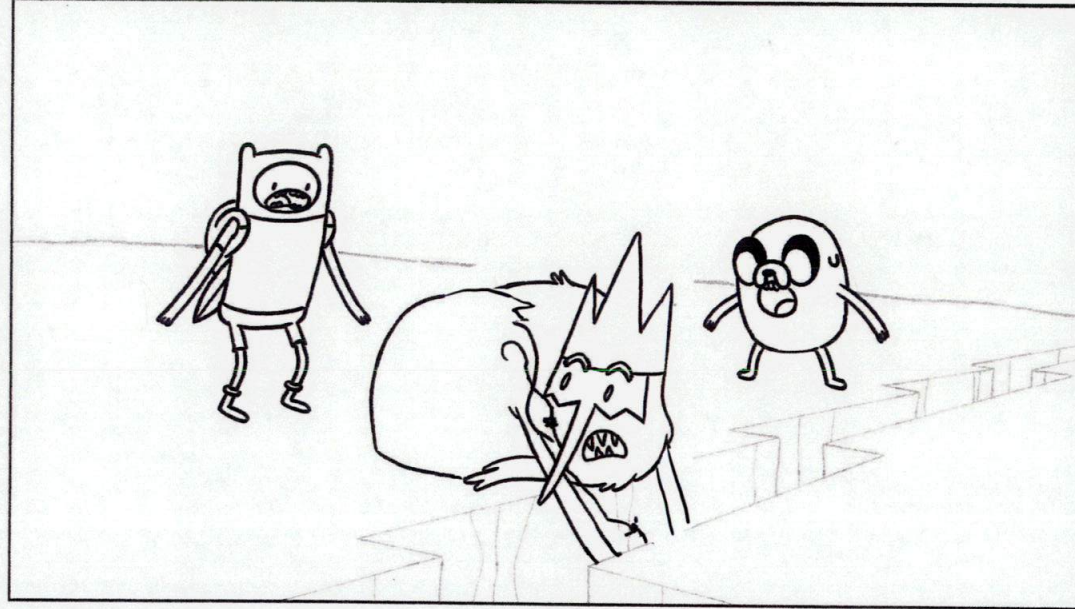
Page 43

Sc. 30 *CONT*

Pnl. B

Bg.

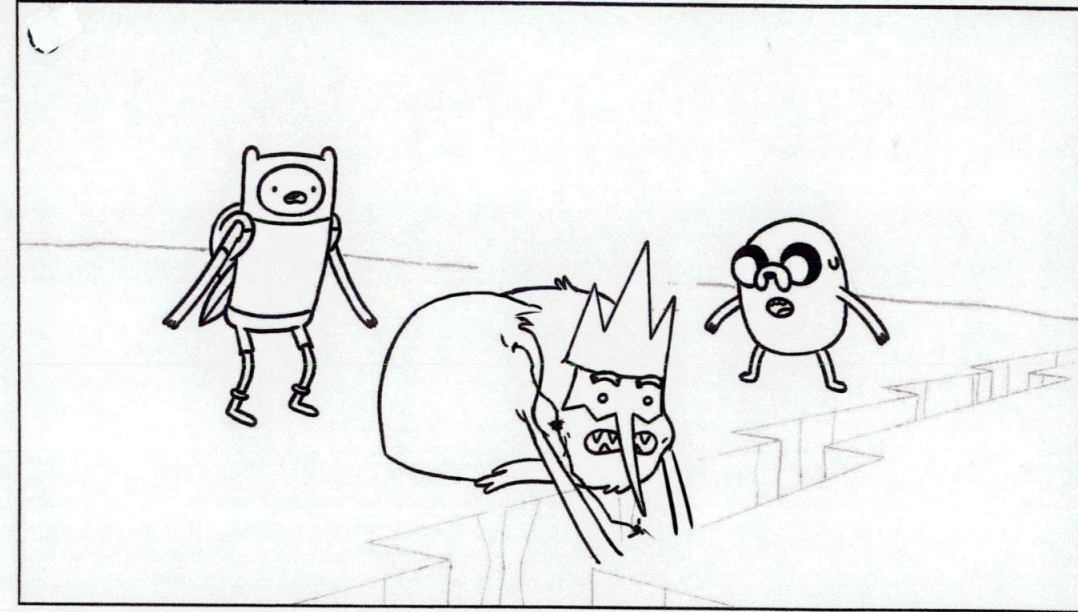
day night



Sc. 30 *CONT* Pnl. C

Bg.

day night



Dialog:

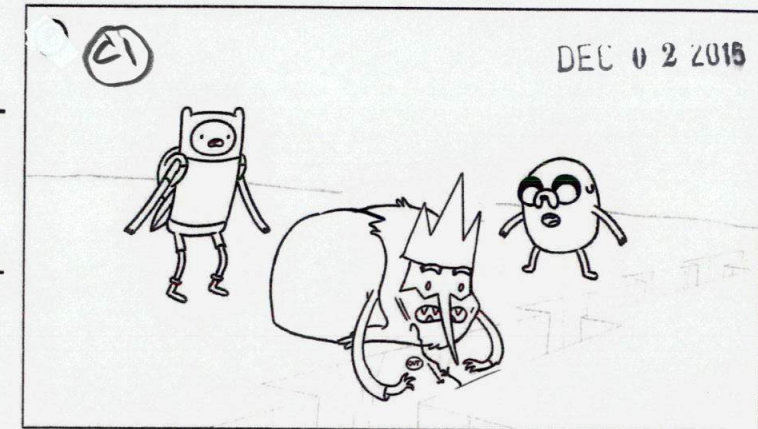
- Ⓕ LET GO OF THE HANGER!
- Ⓖ HUH?
- Ⓗ LET GO!

Ⓖ OH...

Action:

HANGER WIRE  
WHIPS DOWN CRACK  
AFTER RELEASE

Timing:



1034-242  
EPISODE #

Production :

1034/242

1034/242

1034/242



# ADVENTURE TIME



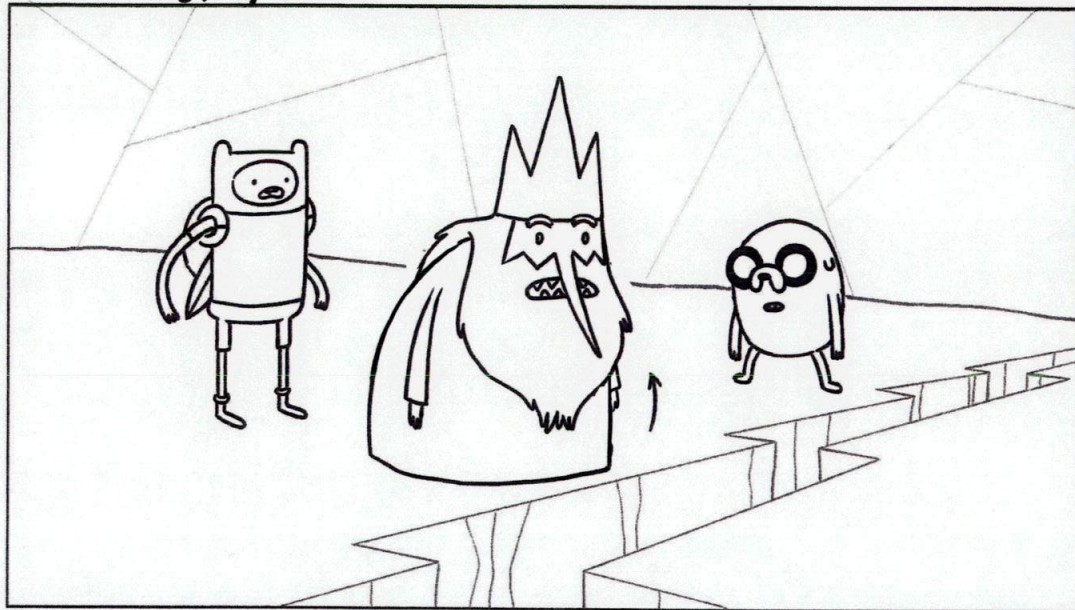
Page 44

Sc. 30 *CONT*

Pnl. D

Bg.

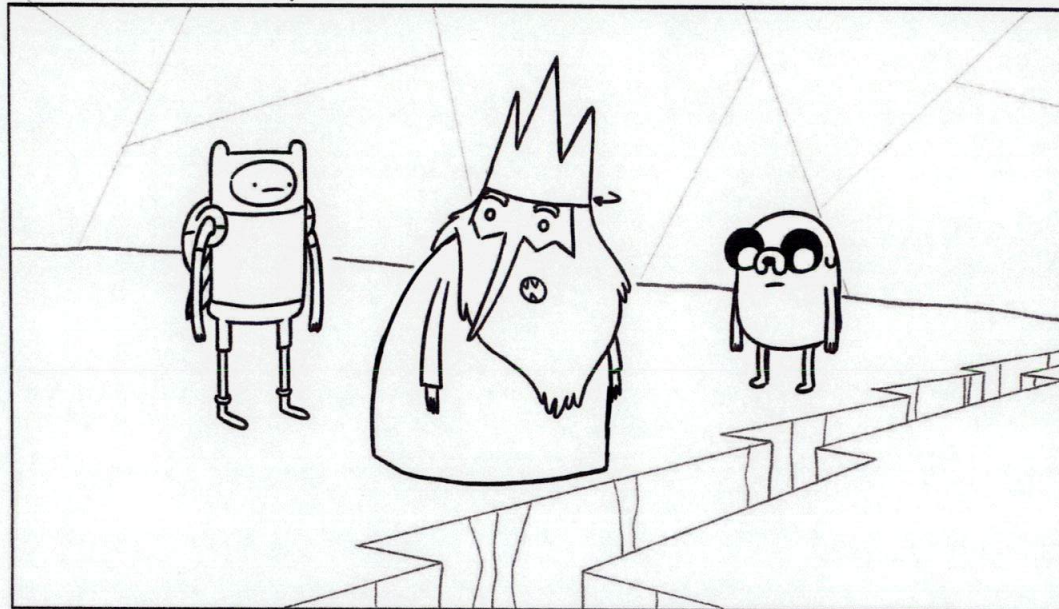
day night



Sc. 30 *CONT* Pnl. E

Bg.

day night



Dialog:

(IK) THERE'S SOMETHING DOWN THERE

Action:

- IK STANDS UP.

DEC 02 2015

Timing:

EPISODE # 1034-242

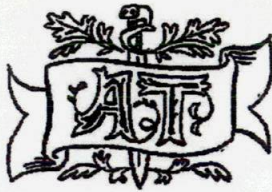
1034/242

Production :

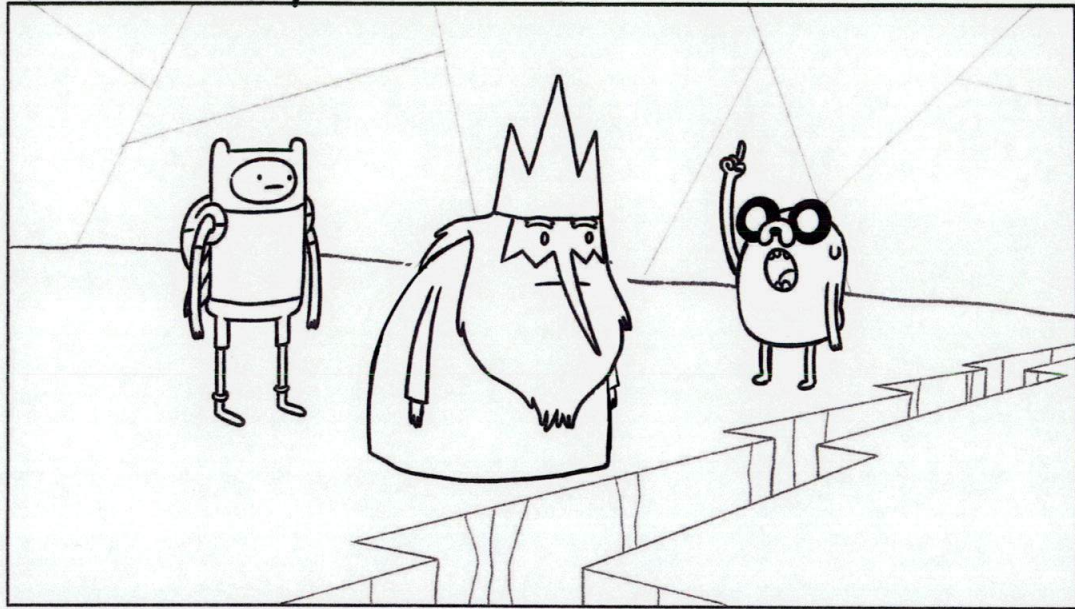
1034/242



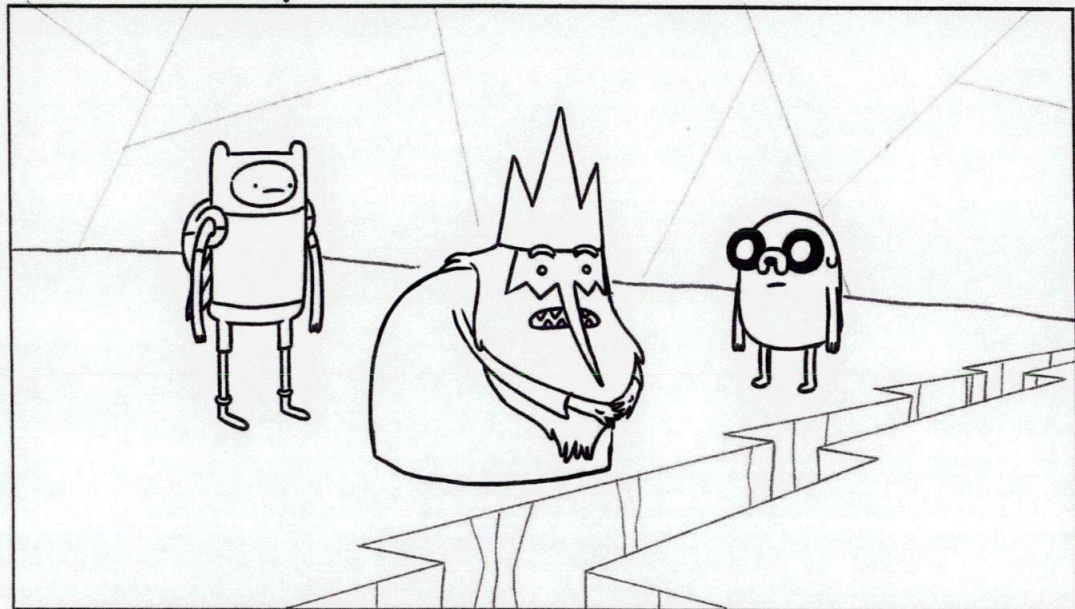
ADVENTURE TIME



Sc. 30 CONT Pnl. F Bg. day night



Sc. 30 CONT Pnl. G Bg. day night



Dialog:	(J) THIS CALLS FOR AN INVESTIGATION!	(IK) ALL RIGHT STAND BACK
Action:	(CRACKS KNUCKLES)	
Timing:	DEC 02 2015	

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EPISODE #  
1034/242  
Production :

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1034/242

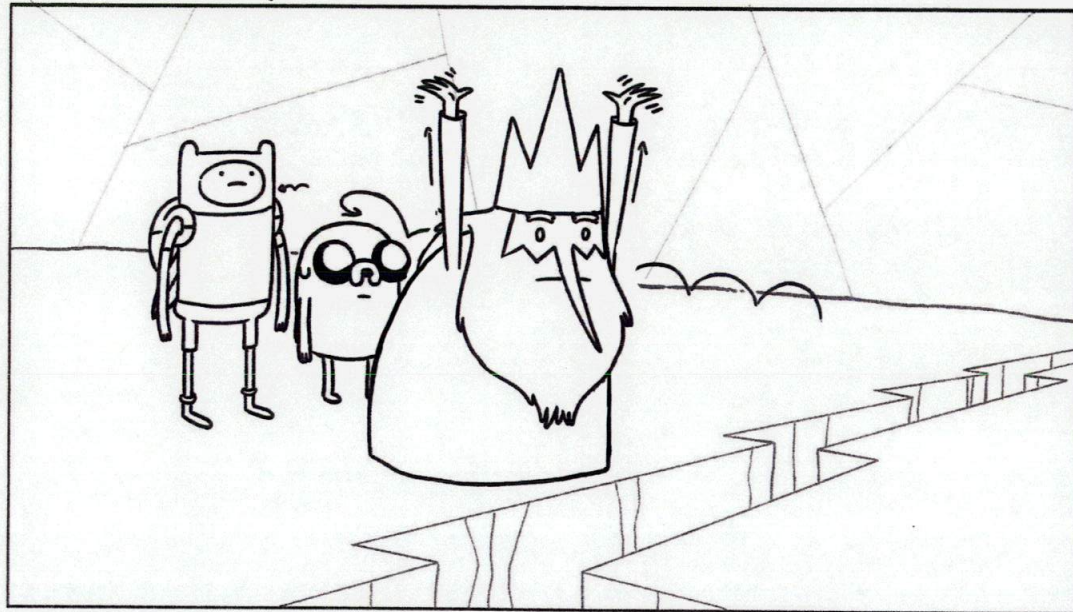


# ADVENTURE TIME

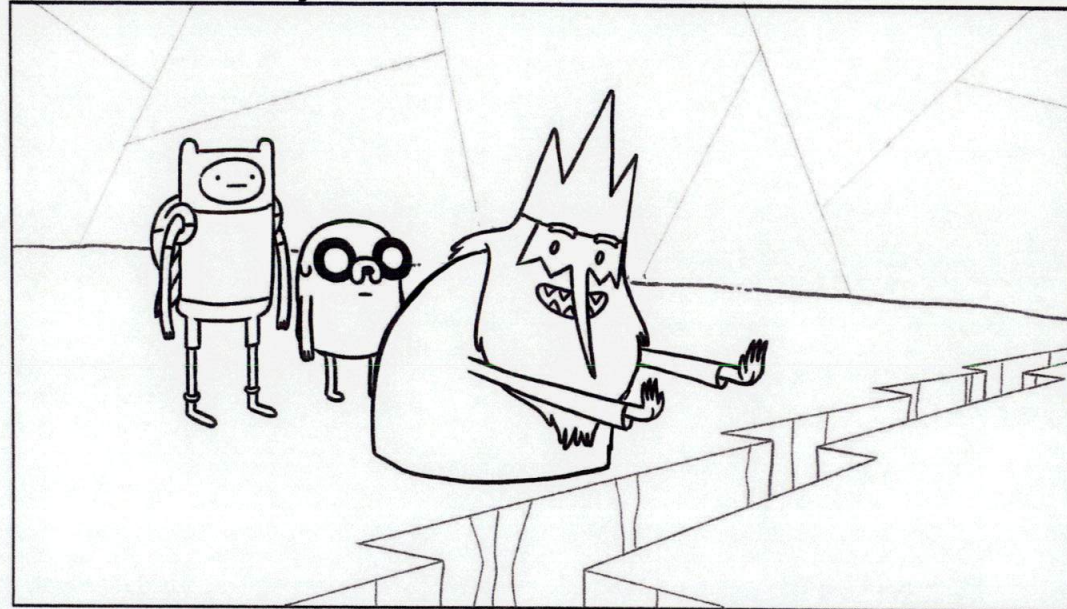


Page 46

Sc. 30 CONT Pnl. H Bg. day night



Sc. 30 CONT Pnl. I Bg. day night



Dialog:

(K) CHECK IT OUT.

Action:

(STRETCH  
STRETCH)

(JAKE STANDS NEXT TO FINN)

DEC 02 2015

Timing:

EPISODE # 1034-242

Production :

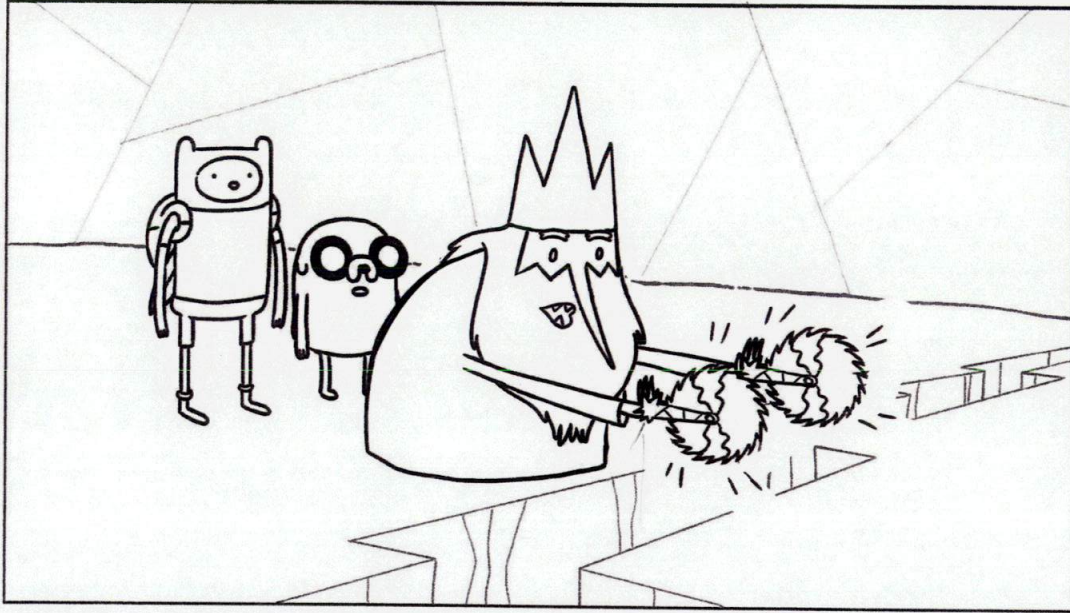
1034/242



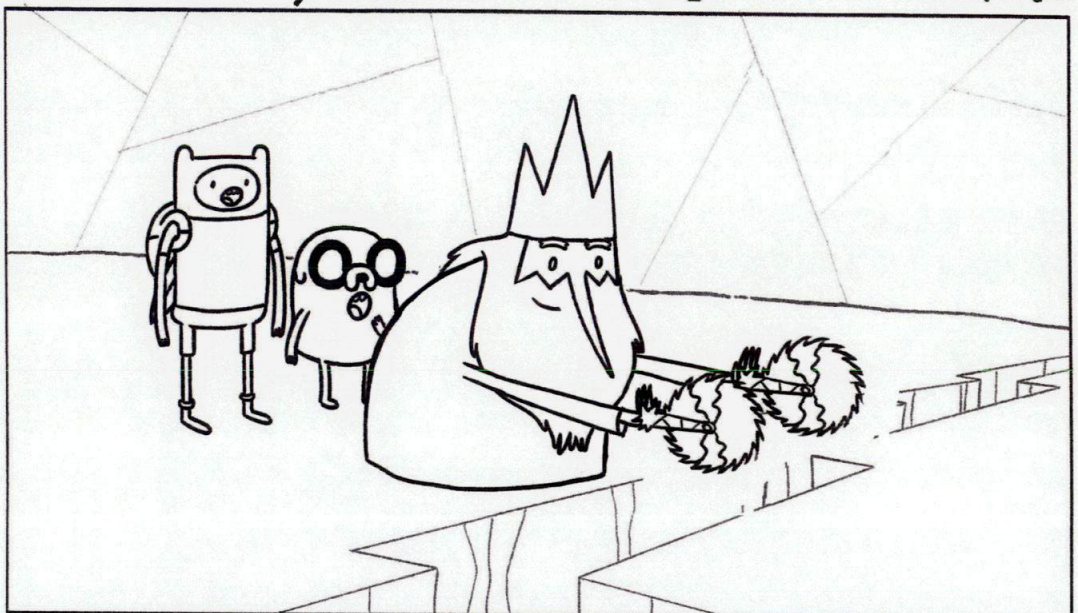
ADVENTURE TIME



Sc. 30 *cont* Pnl. J Bg. day night



Sc. 30 *cont* Pnl. K Bg. day night



Dialog:	(SFX) SHING! SHING!	(F) WHOA! (J) ICE BLADES!
Action:	- IK FORMS TWO ICE-SAW BLADES.	
Timing:	DEC 02 2015	

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 30 *const* Pnl. L Bg. day night

Dialog:	(IK) HUNNNN...
Action:	-IK STRAINS.
Timing:	

DEC 0 2 2015

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Production :

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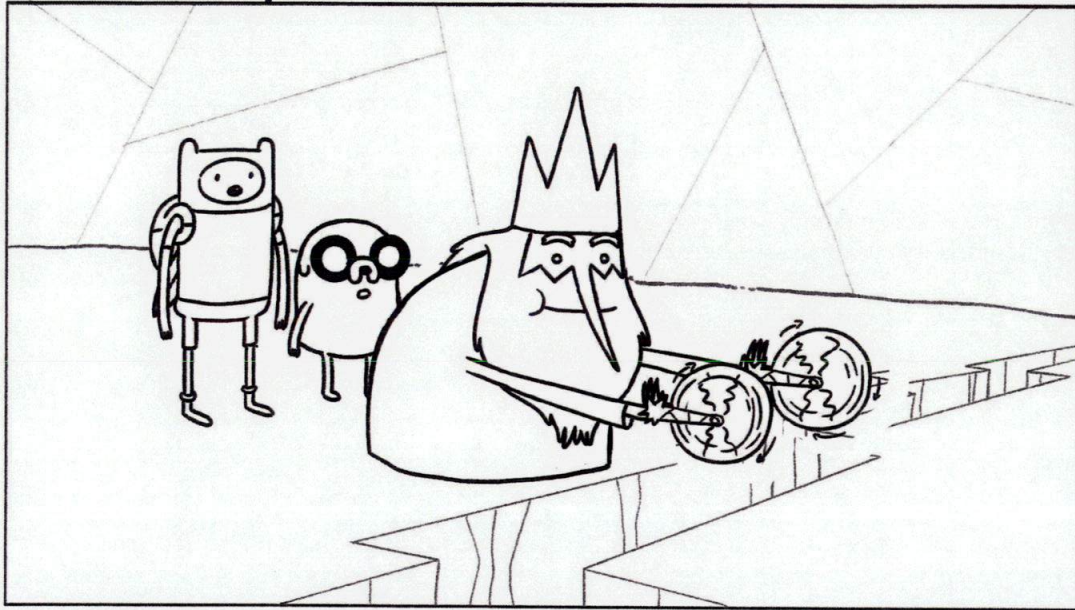
1034/242



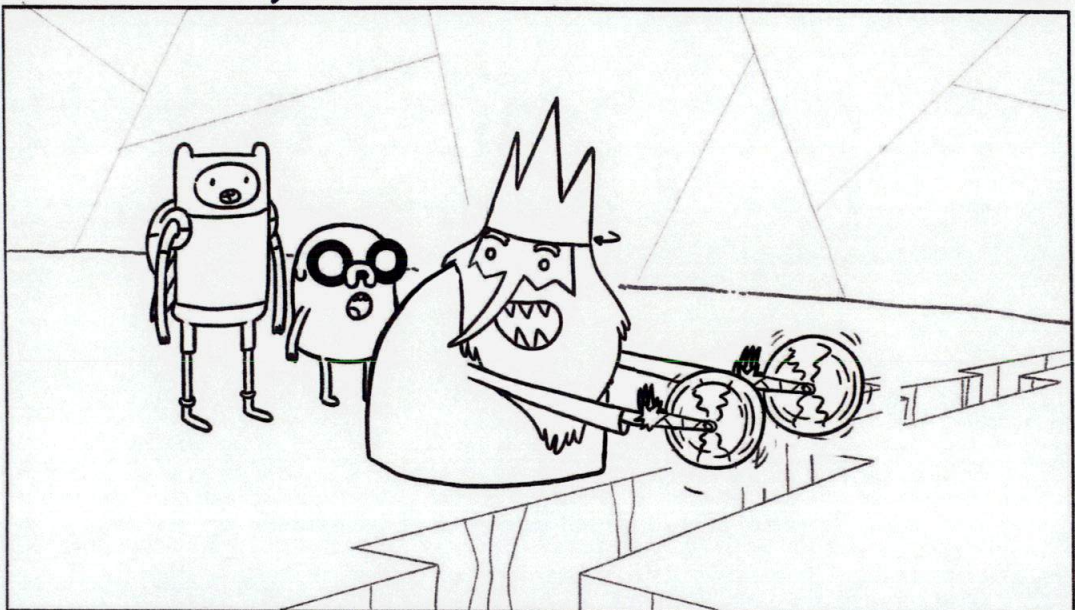
ADVENTURE TIME



Sc. 30 *CONT* Pnl. M Bg. day night



Sc. 30 *CONT* Pnl. N Bg. day night



Dialog:	(SFX) WRIRRRR	(IK) FOLLOW ME FELLAS!
Action:	- BLADES SPIN.	
Timing:	DEC 02 2015	

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EPISODE # 1034-242

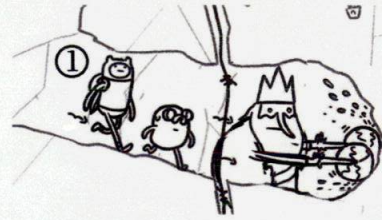
1034/242

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ADVENTURE TIME



Sc. 31

Pnl.

Bg.

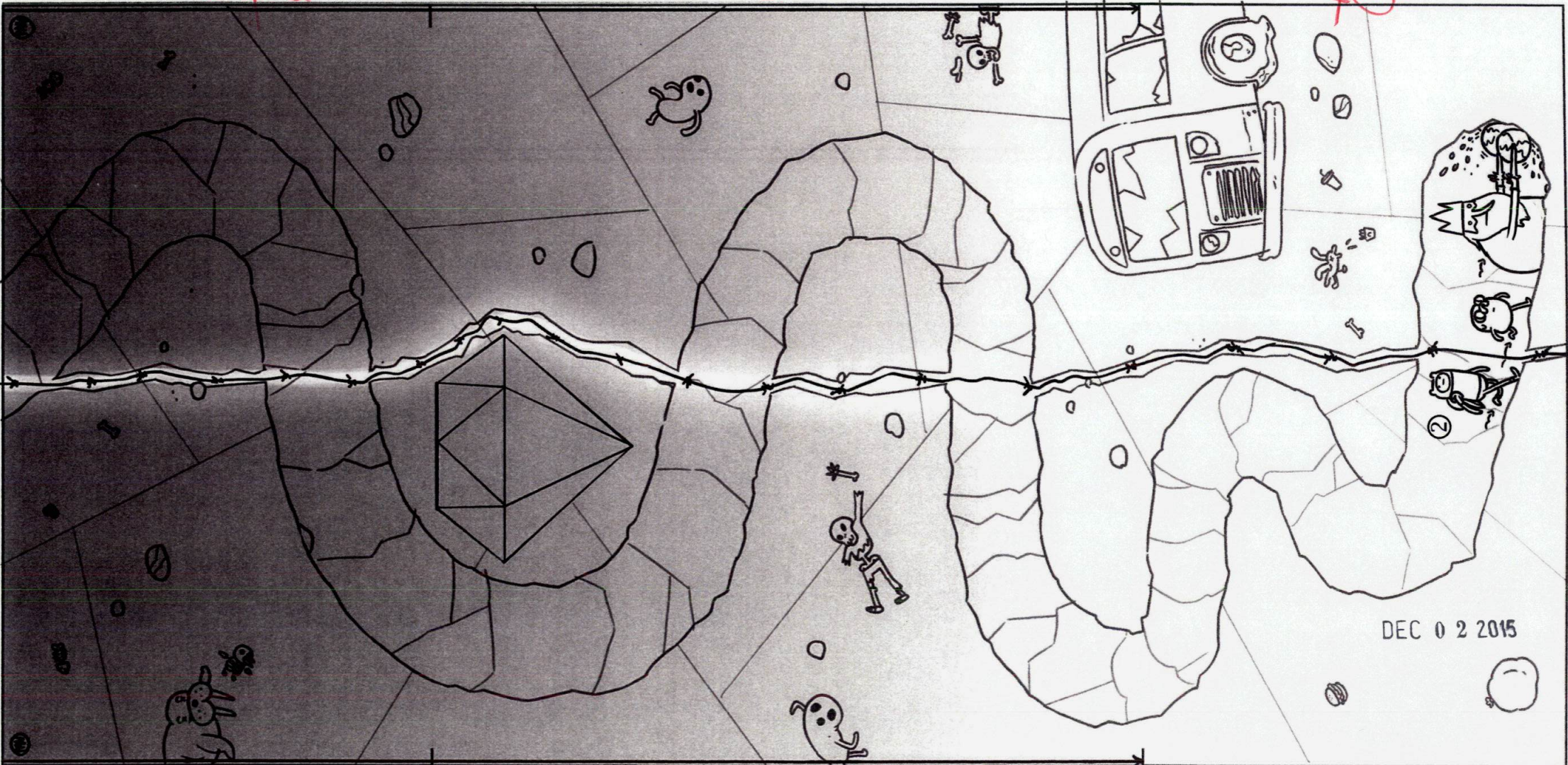
day night

VERT-PAN DOWN DEEPER INTO ICE KINGDOM.

(A) + start

vest 2  
20-4

(A) start



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# ADVENTURE TIME



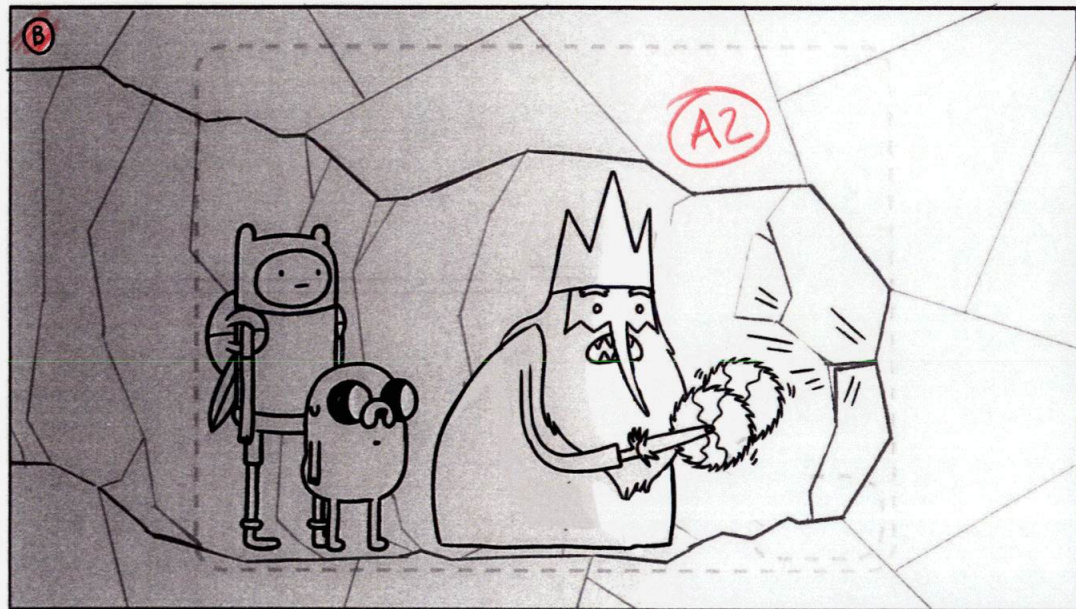
Page 51

Sc. 32

Pnl. A

Bg.

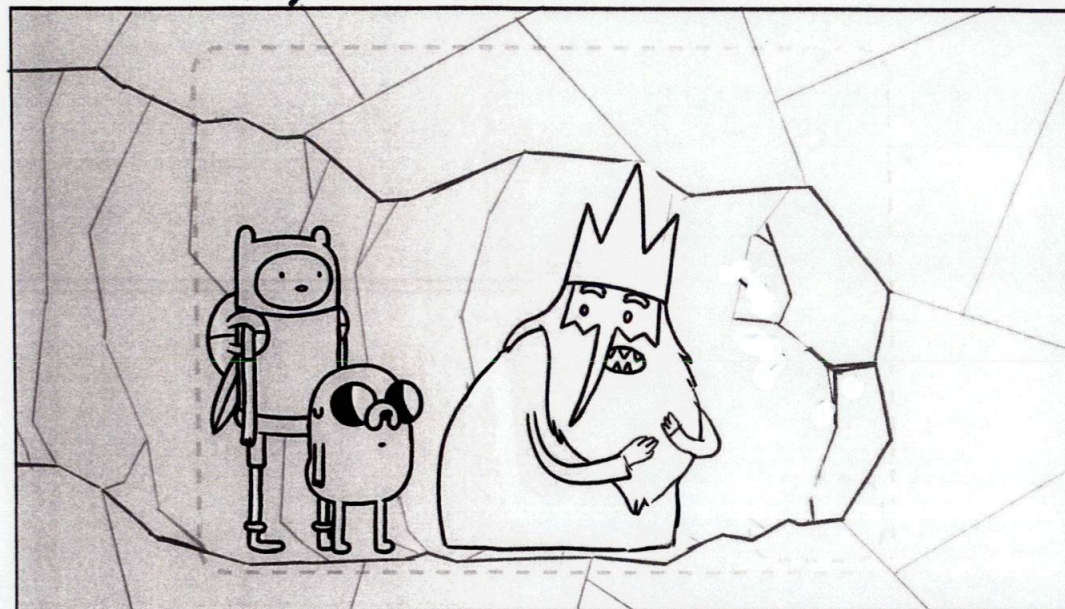
day night



Sc. 32 *CONT* Pnl. B

Bg.

day night

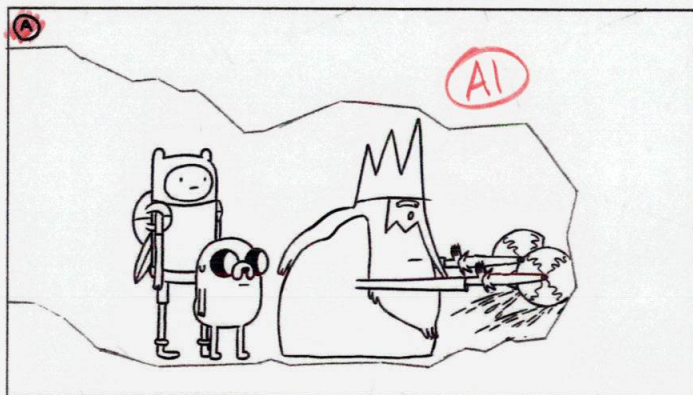


Dialog:

(IK) WATCH YOUR HEADS

SFX: \*SKSH\*

Action:



(A)(B) <BREAKS THRU ICE>

- ICE BLADES DISSIPATE.

DEC 02 2015

Timing:

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EPISODE #

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Production :

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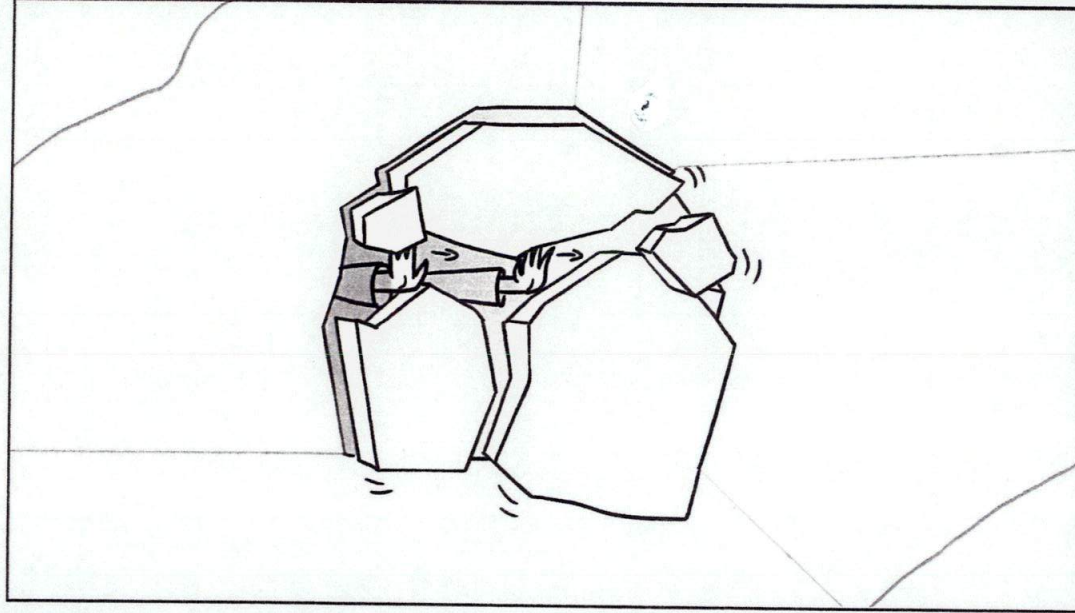


# ADVENTURE TIME

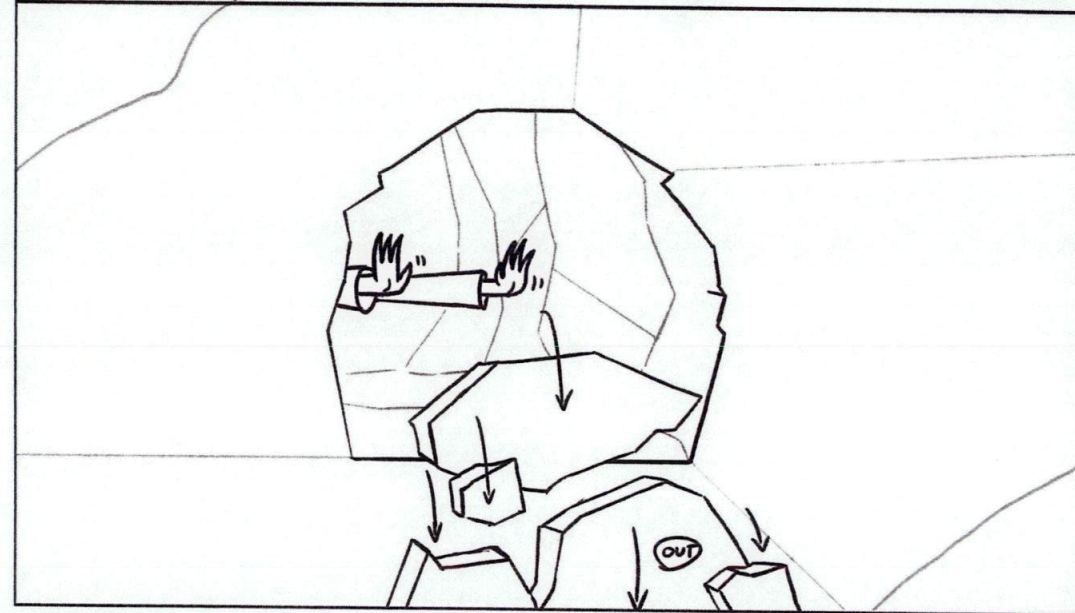


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Sc. 33 Pnl. A Bg. day night



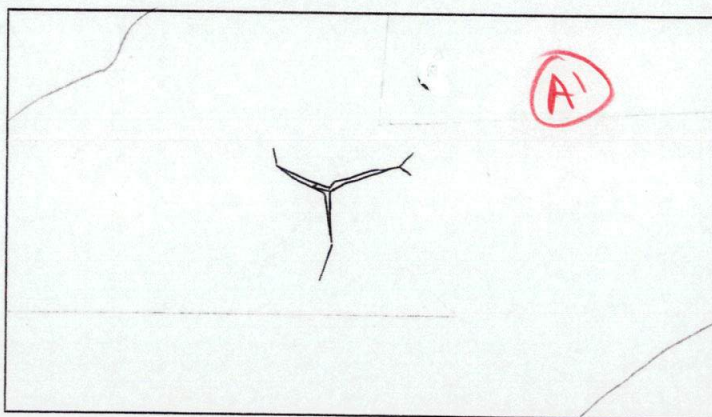
Sc. 33 *CONT* Pnl. B Bg. day night



Dialog:

(SFX) SCHUNK!

Action:



Timing:

- IK PUSHES ICE OUT OF TUNNEL ENTRANCE

DEC 02 2015

Production :

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1034/242

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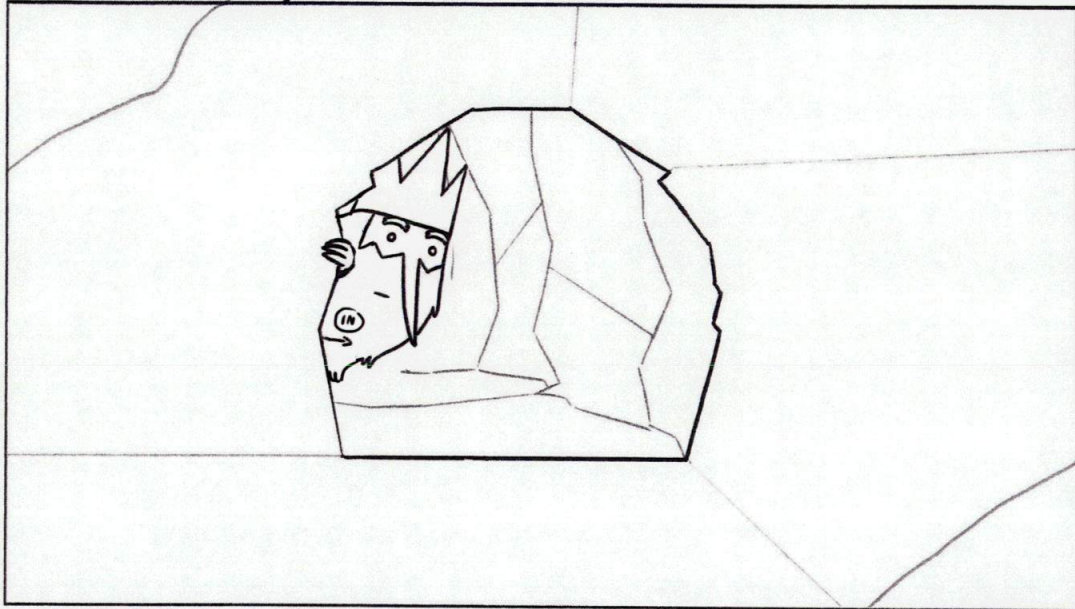
ADVENTURE TIME



Sc. 33 *CONT* Pnl. C

Bg.

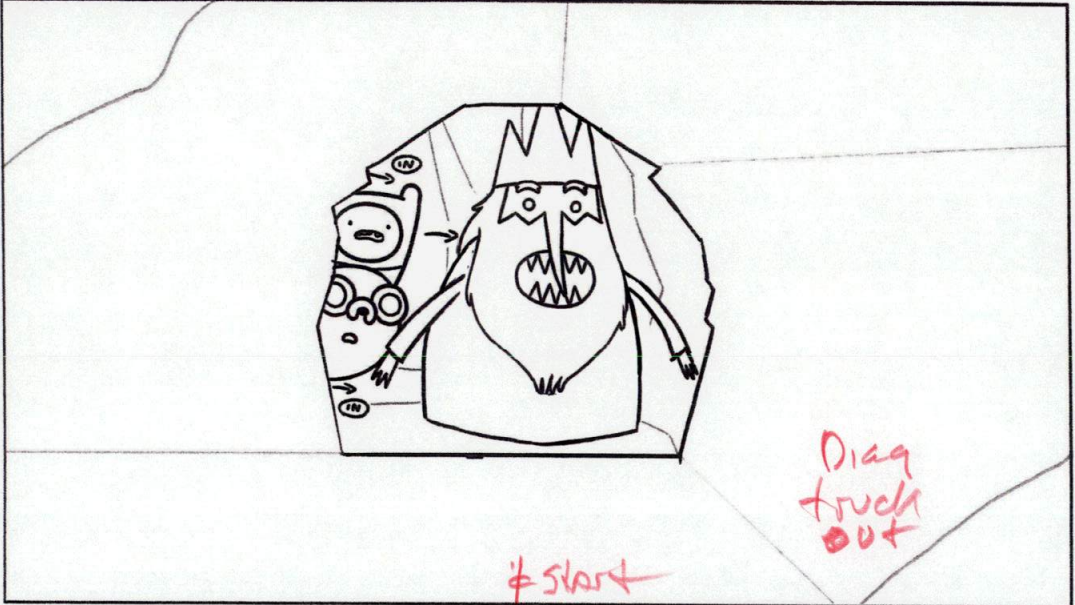
day night



Sc. 33 *CONT* Pnl. D

Bg.

day night



Dialog:

Ⓚ HOLY MOLEY!

Action:

- 1K PEERS OUT.

DEC 0 2 2015

Timing:

EPISODE # 1034-242

Production :

1034/242

1034/242

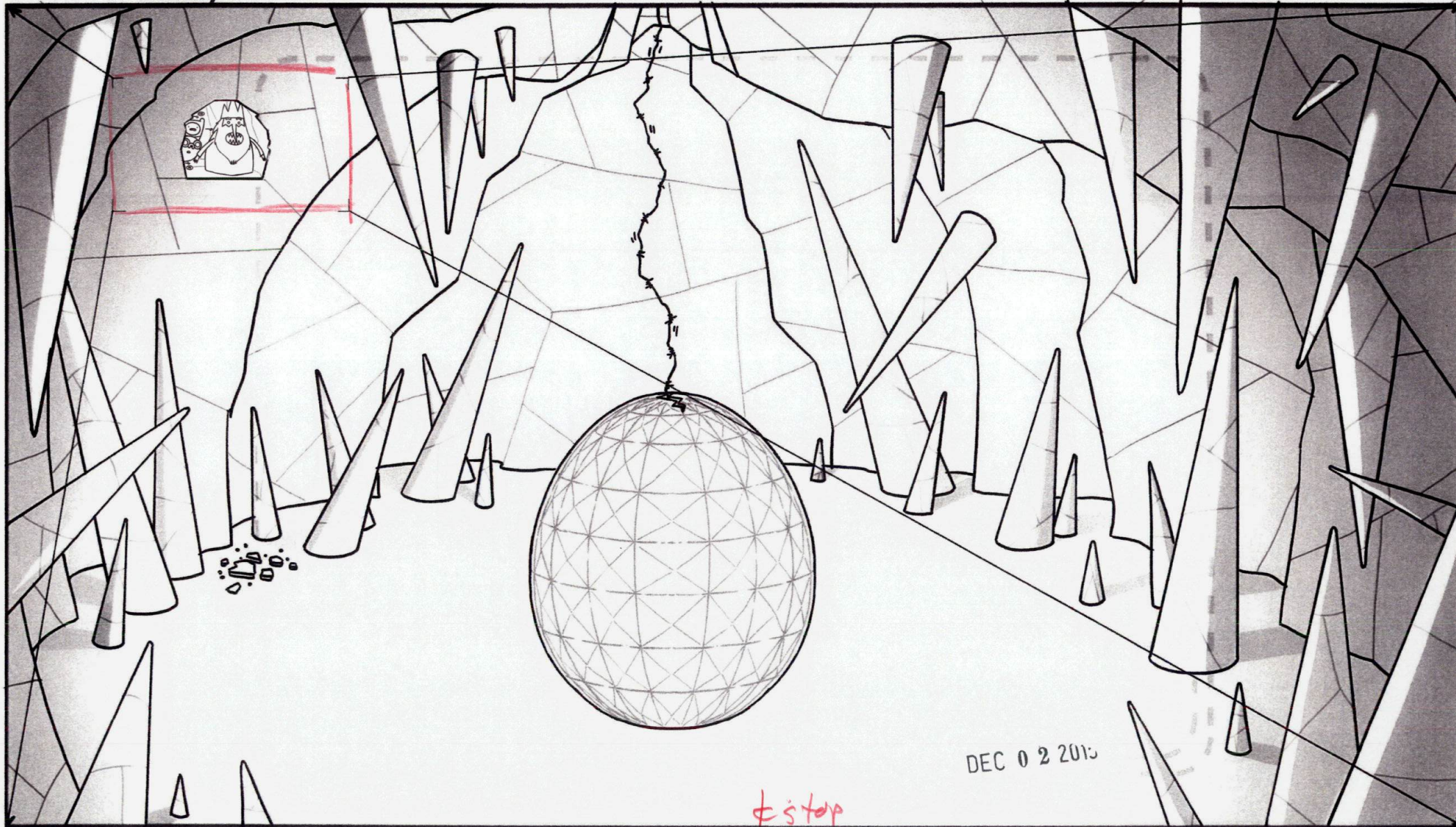


# ADVENTURE TIME



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Sc. 33 *cont* Pnl. E Bg. day night Sc. Pnl. Bg. day night



*stop*

- TRUCK OUT TO REVEAL CHAMBER

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EPISODE # 1034-242

Production :

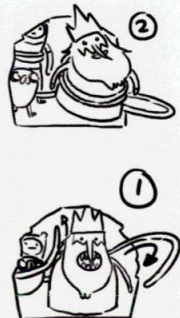
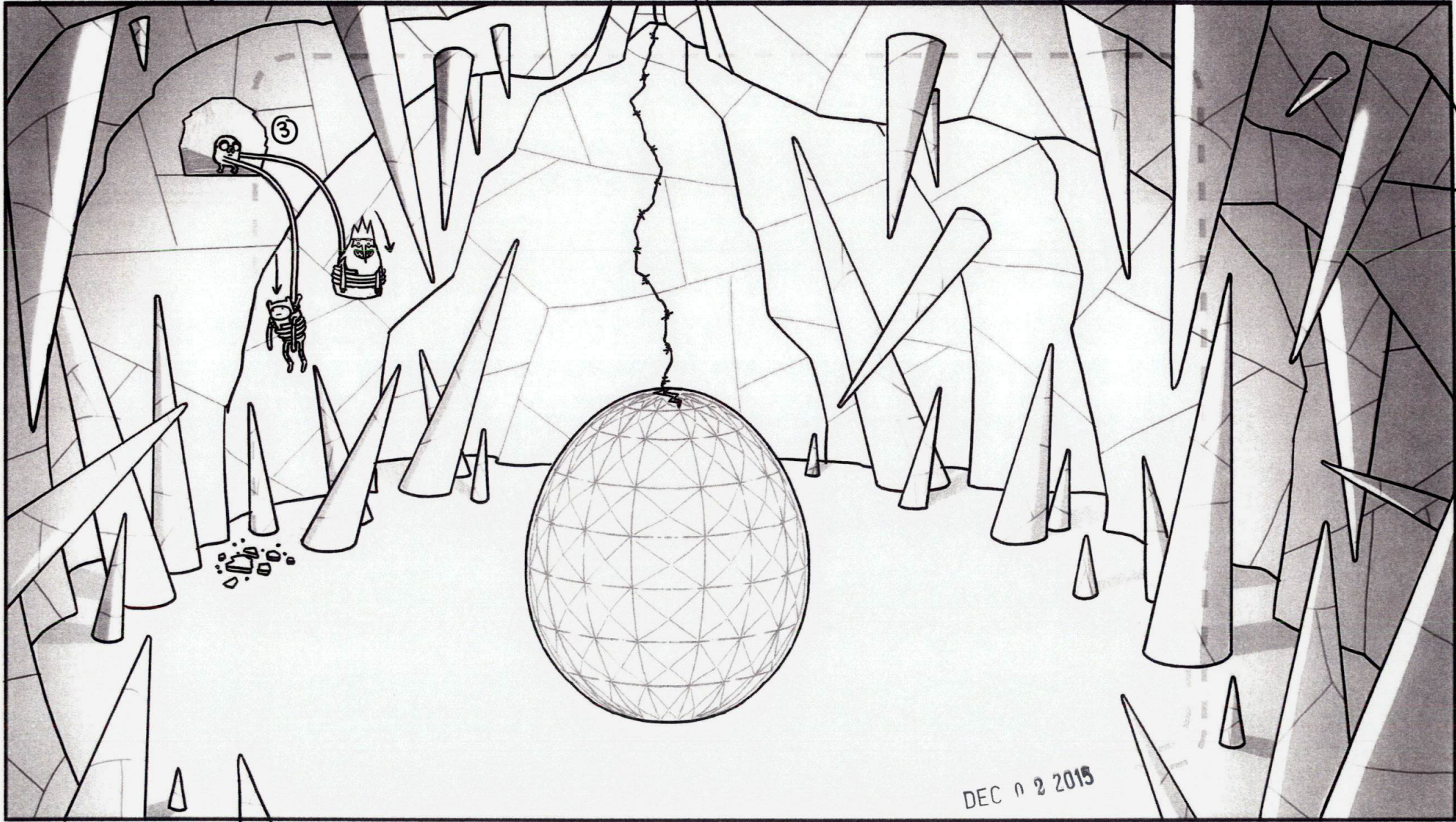
1034/242



ADVENTURE TIME



Sc. 33 *cont* Pnl. F Bg. day night Sc. Pnl. Bg. day night



Production :

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1034/242

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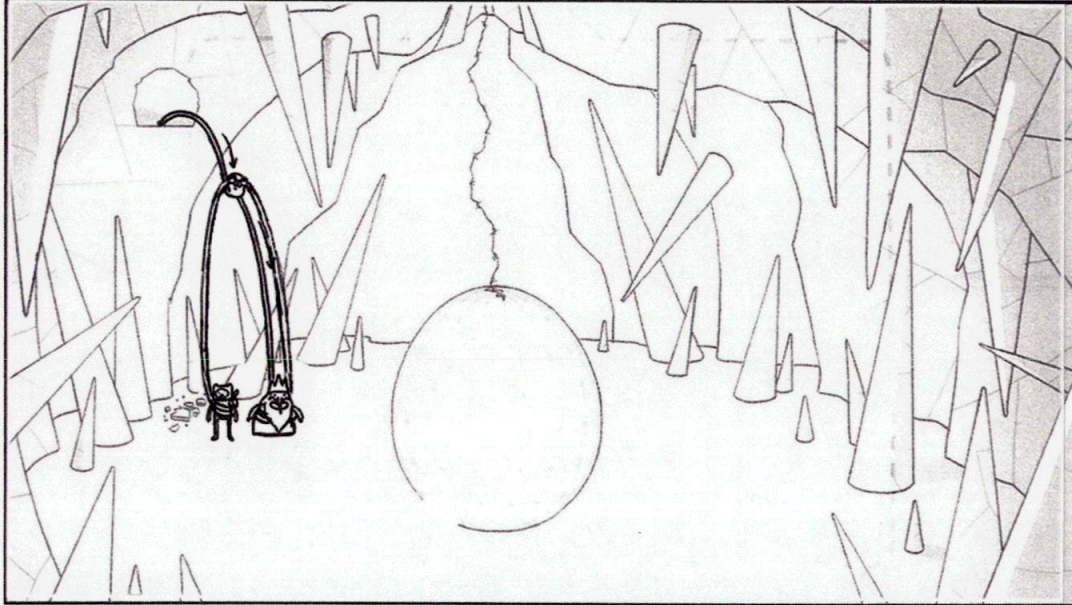


Page 56

Sc. 33 *CONT* Pnl. G

Bg.

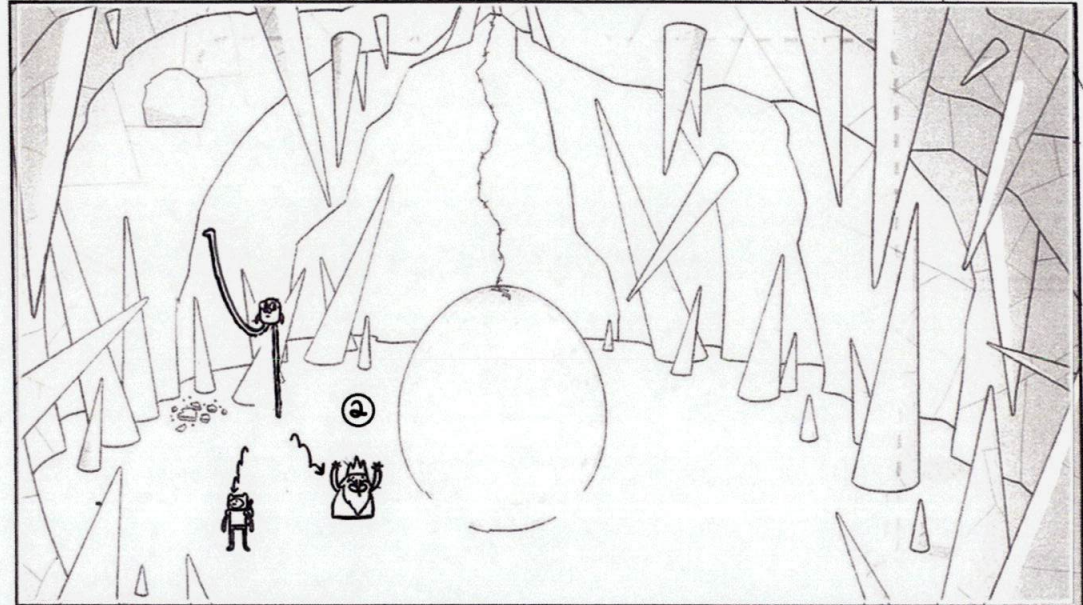
day night



Sc. 33 *CONT* Pnl. H

Bg.

day night



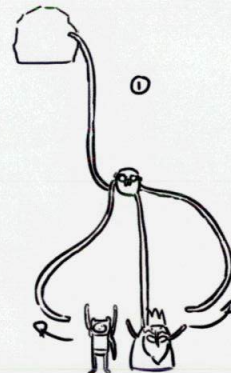
Dialog:

(IK) DO YOU KNOW WHAT THIS EXTRA  
SQUARE FOOTAGE MEANS --

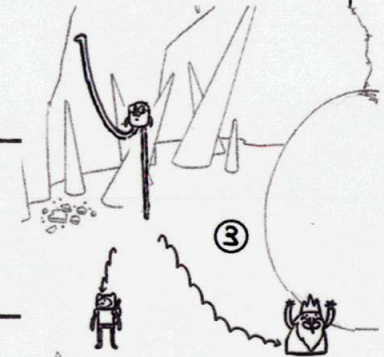
Action:

- J. STRETCHES TO GROUND.  
- IK WALKS FORWARD

Timing:



DEC 02 2015



Production :

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1034/242

1034/242

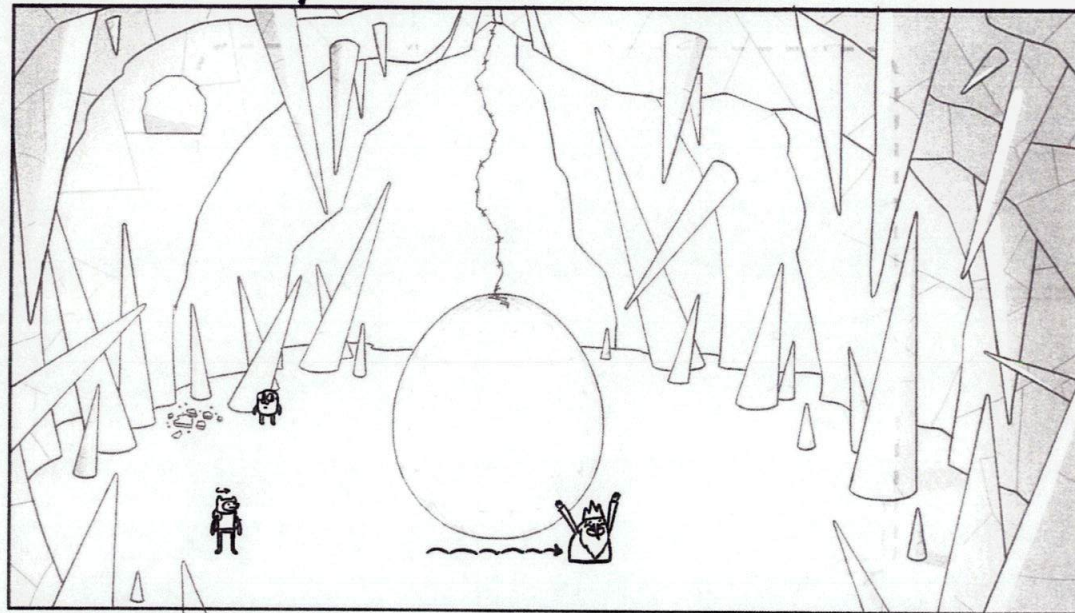
1034/242



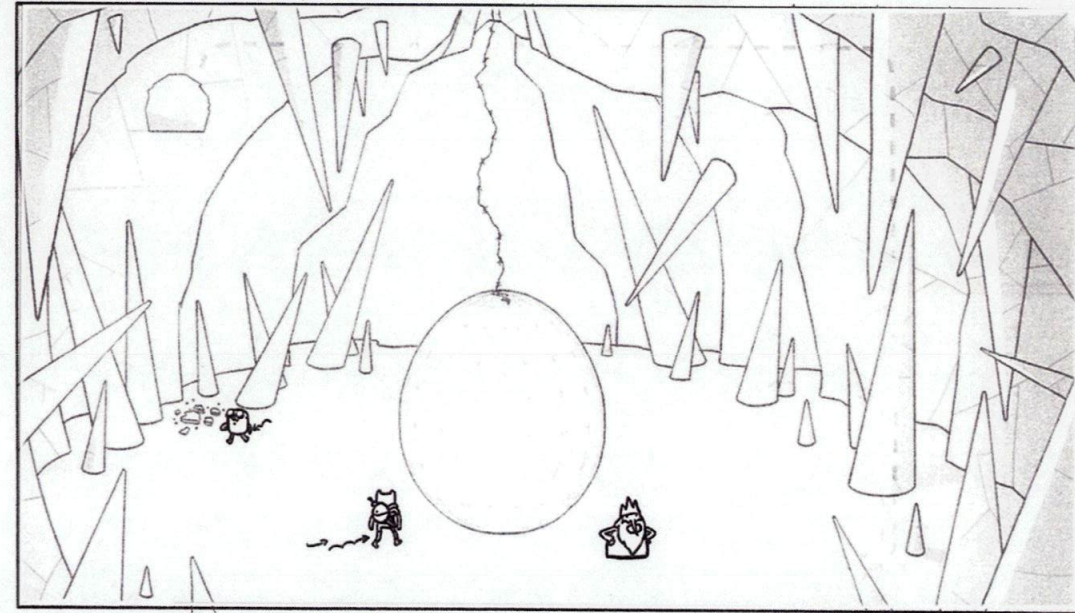
ADVENTURE TIME



Sc. 33 *cont* Pnl. I Bg. day night



Sc. 33 *cont* Pnl. J Bg. day night



Dialog:	(IK) WHEN I DECIDE TO SELL?
Action:	(FINN NOTICES THE SPHERE) (FINN CROSSES TO ICE SPHERE)
Timing:	DEC 02 2015

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Production :

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1034/242

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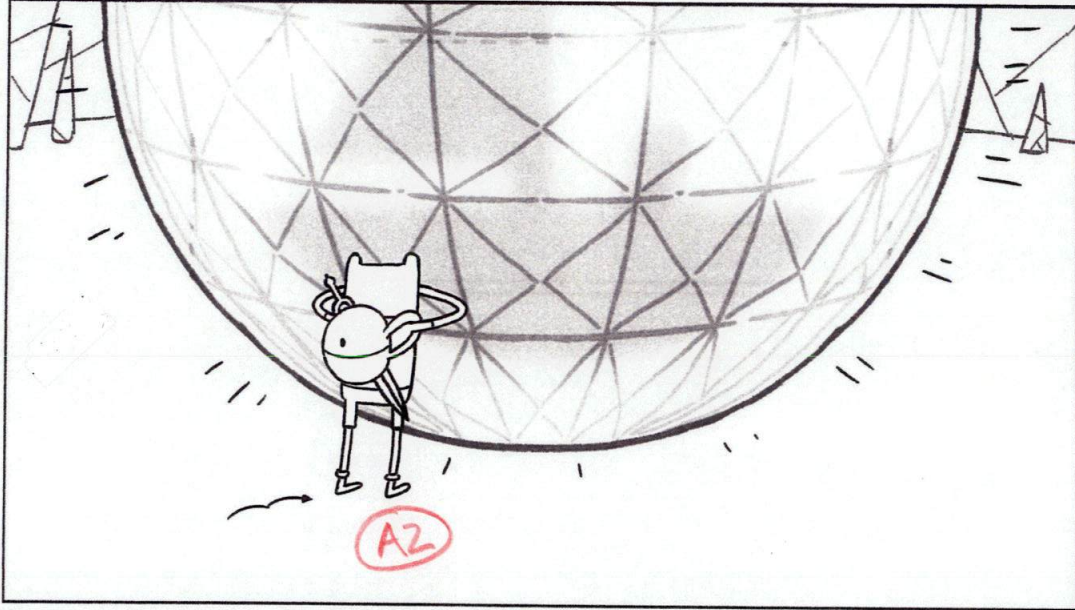


# ADVENTURE TIME

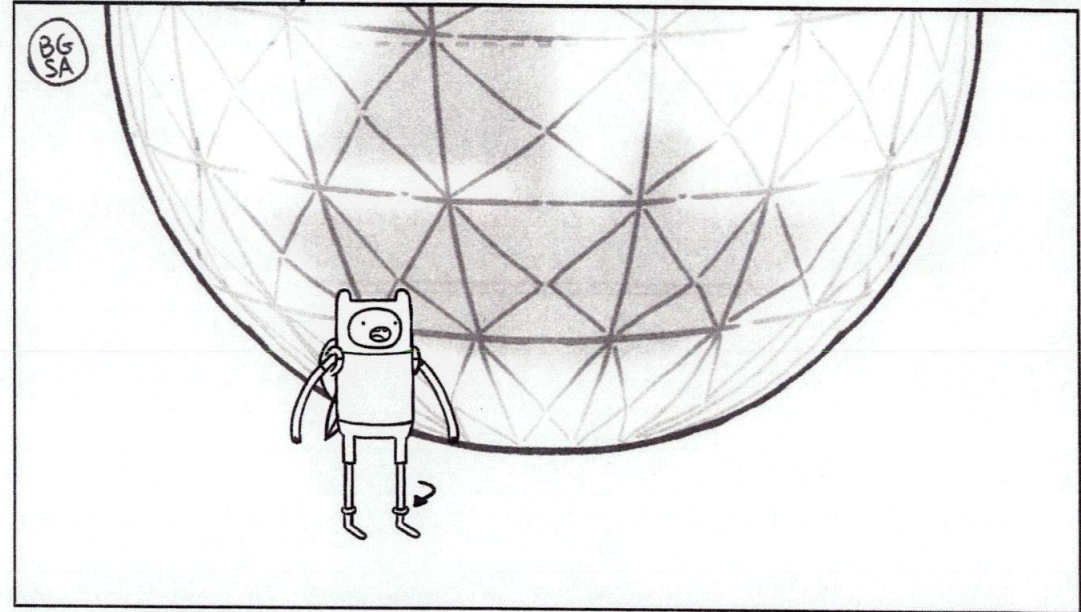


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Sc. 34 Pnl. A Bg. day night



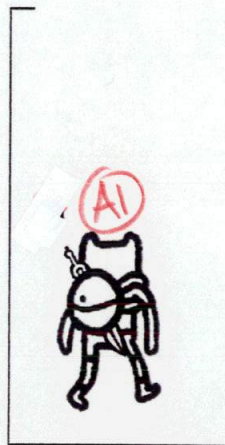
Sc. 34 *cont* Pnl. B Bg. day night



Dialog:

Action:

Timing:



(F)

THERE'S SOMETHIN IN' HERE!

DEC 02 2015

Production :

EPISODE #

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1034/242

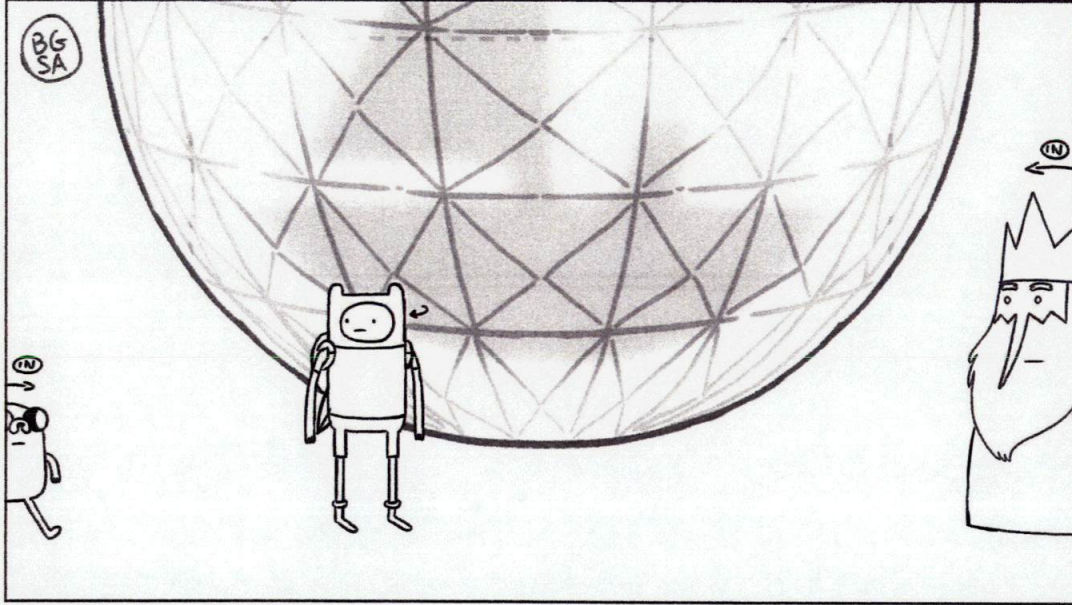


# ADVENTURE TIME

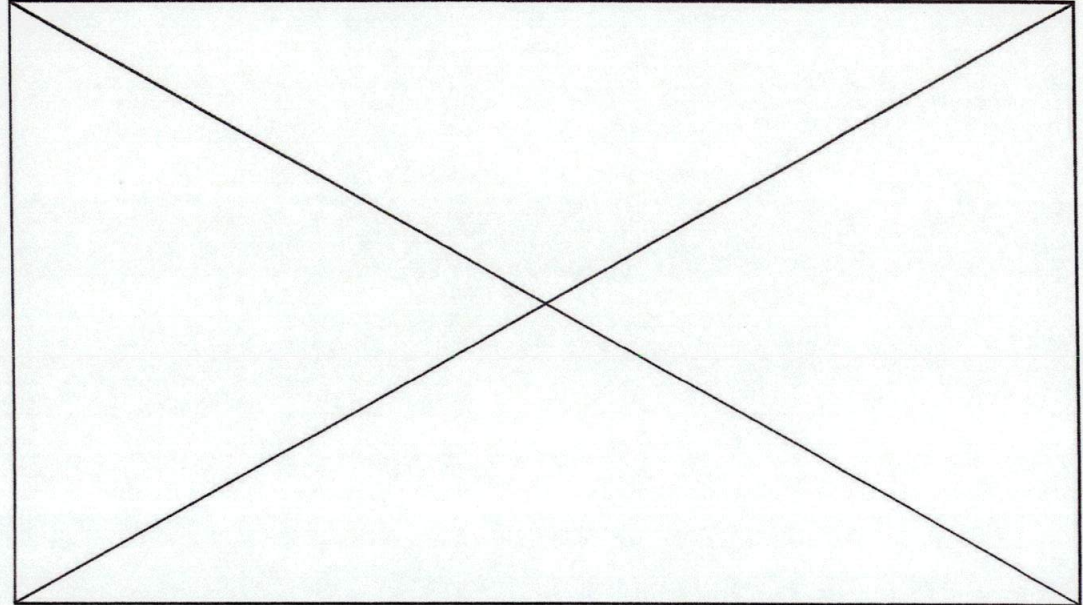


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Sc. 34 const Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- J. + Ik WALK ON/S,

Timing:

DEC 02 2015

EPISODE # 1034-242

Production :

1034/242

1034/242



# ADVENTURE TIME

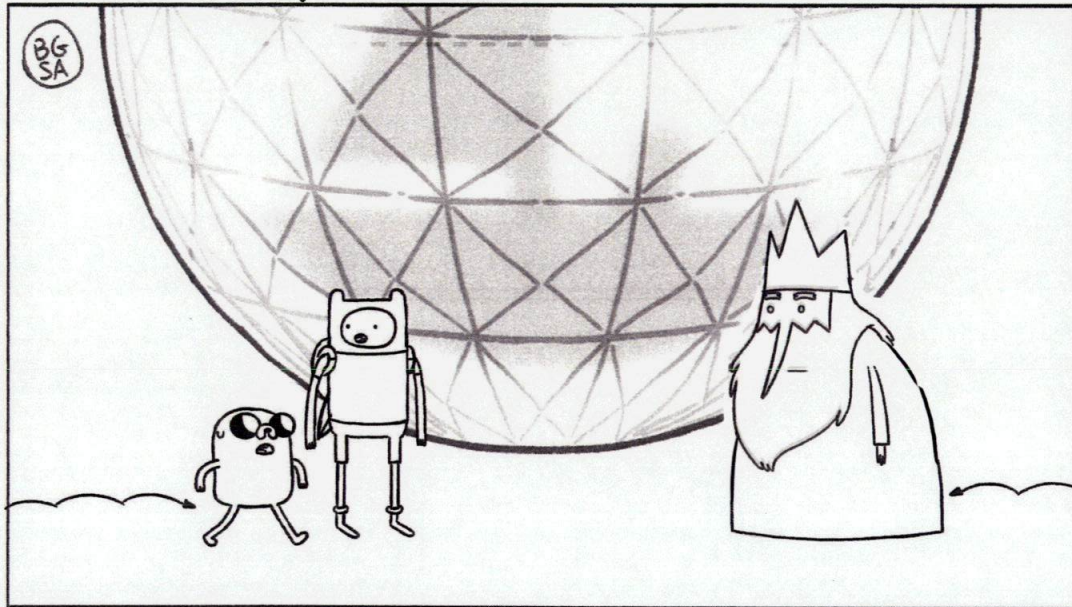


Page 60

Sc. 34 *CONT* Pnl. D

Bg.

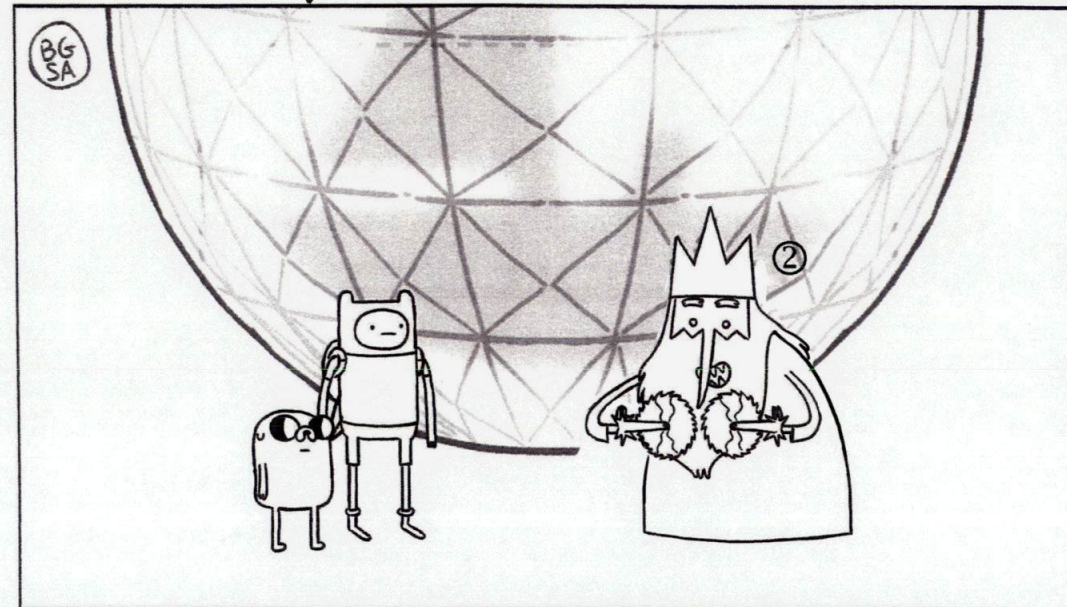
day night



Sc. 34 *CONT* Pnl. E

Bg.

day night



Dialog:

(J) WHAT IS IT?

(F) DUNNO

(IK) WELP, NO REST FOR THE SEXY.

(SFX) SHING! SHING!

Action:

- IK FORMS  
ICE BLADES.

Timing:



DEC 02 2015

Production :

EPISODE # 1034-242

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1034/242

1034/242

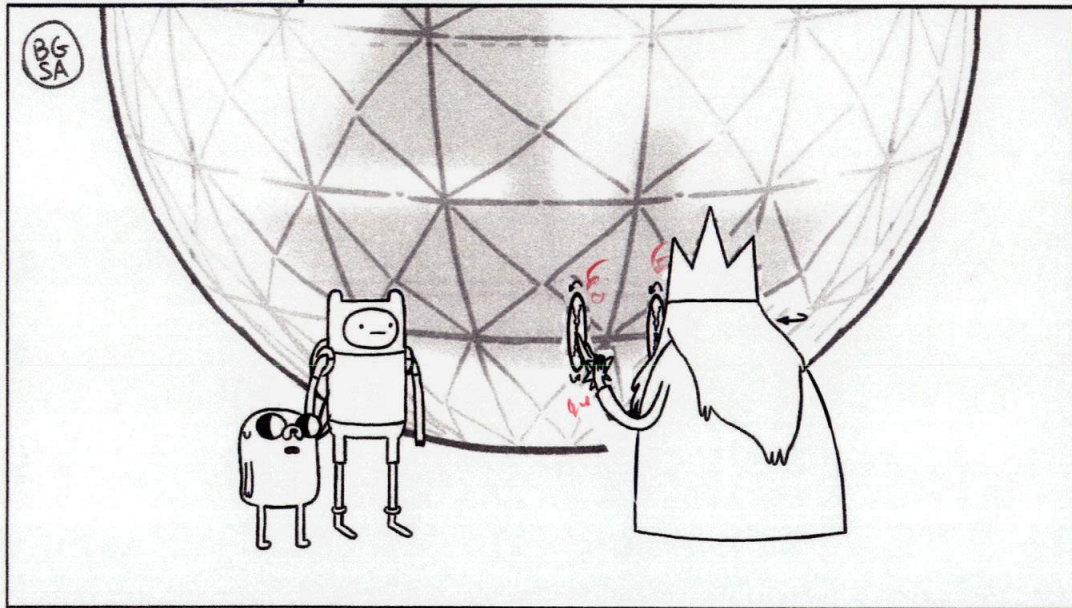


# ADVENTURE TIME

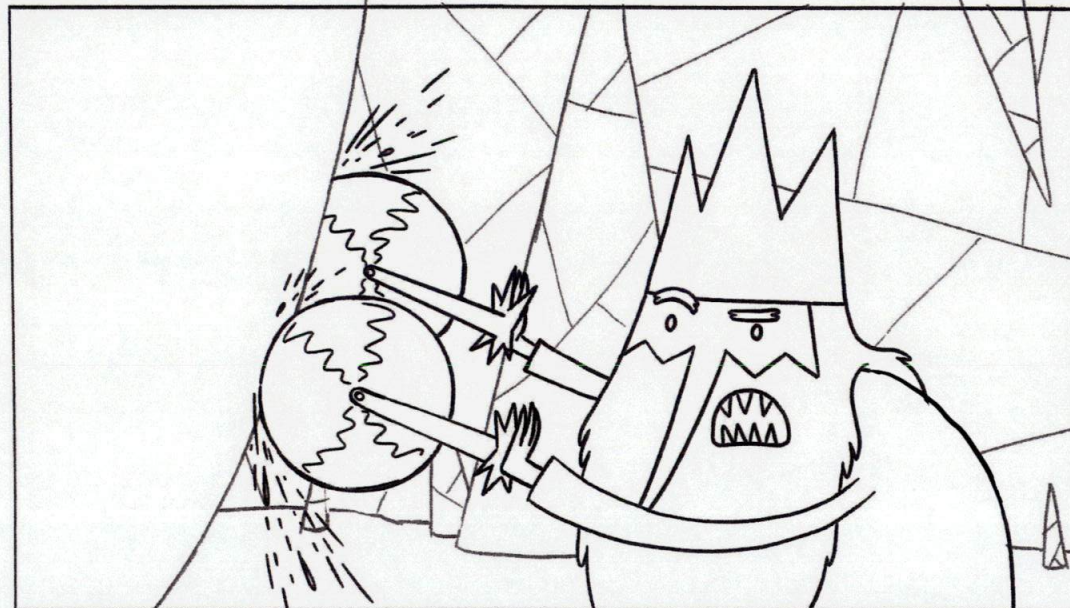


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Sc. 34 *cont* Pnl. F Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:

(J) THAT'S NOT THE EXPRESSION...

(SFX) WHIRRRR!

(IK) BOY THIS IS STRONG, A LOT STRONGER THAN MY ICE.

SFX: \* GRINDING \*

Action:

- IK TRIES TO CUT INTO EGG.

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

Production :

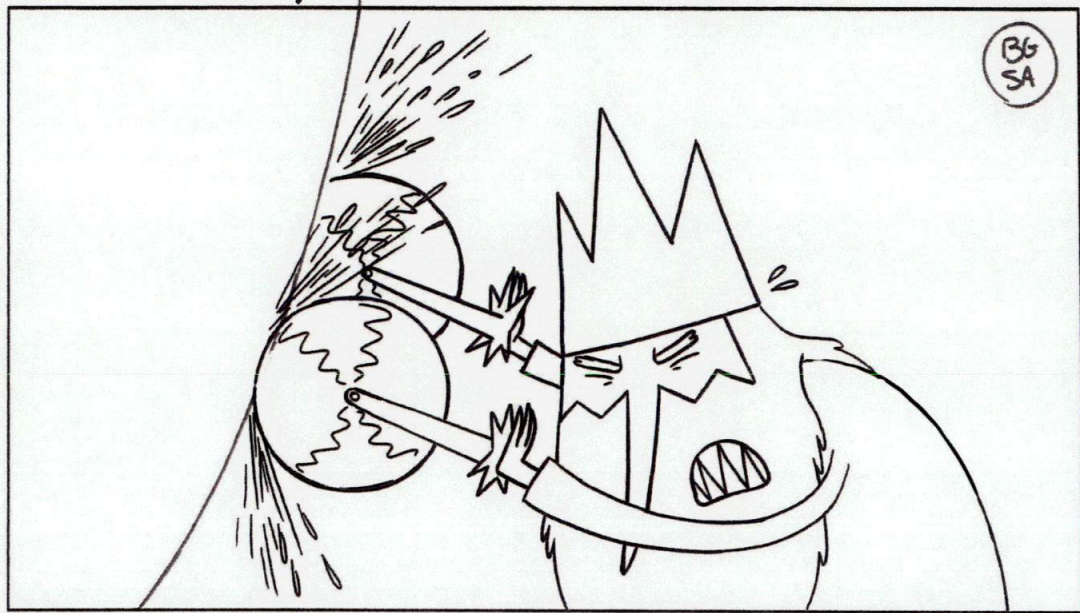
1034/242



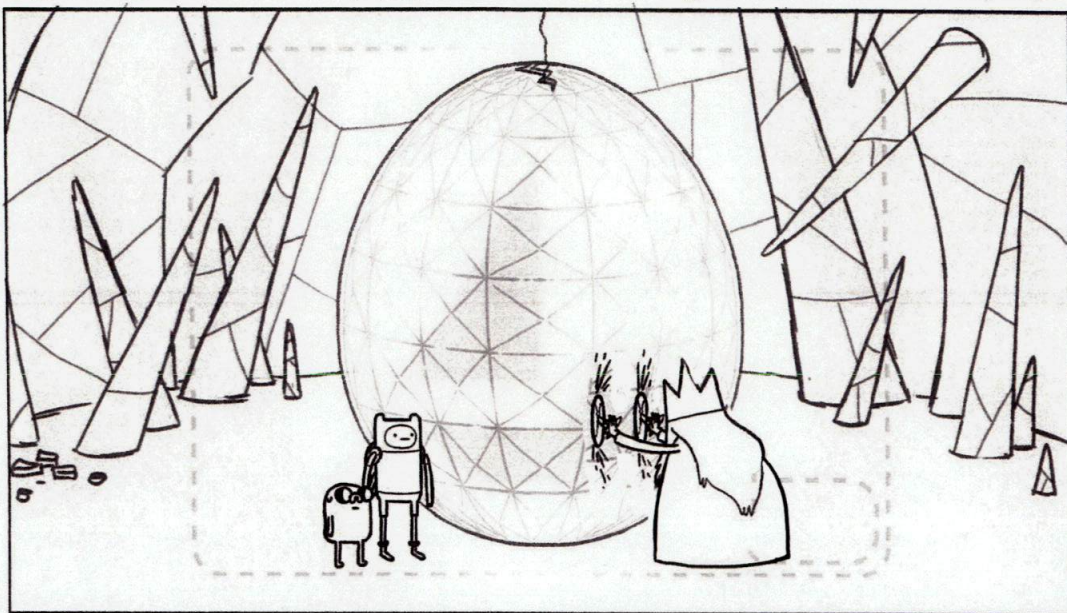
ADVENTURE TIME



Sc. 35 cont Pnl. B Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:	(IK) HURRRNN! * VRRR ————— *
Action:	- IK STRAINS. - IK MAKES NO PROGRESS. DEC 02 2015
Timing:	

1034-242 EPISODE #

Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 36 cont Pnl. B Bg. day night

Dialog:

Action: — GLOWING SUDDENLY GETS BRIGHTER

Timing:

DEC 02 2015

EPISODE # 1034-242

Production :

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1034/242

1034/242

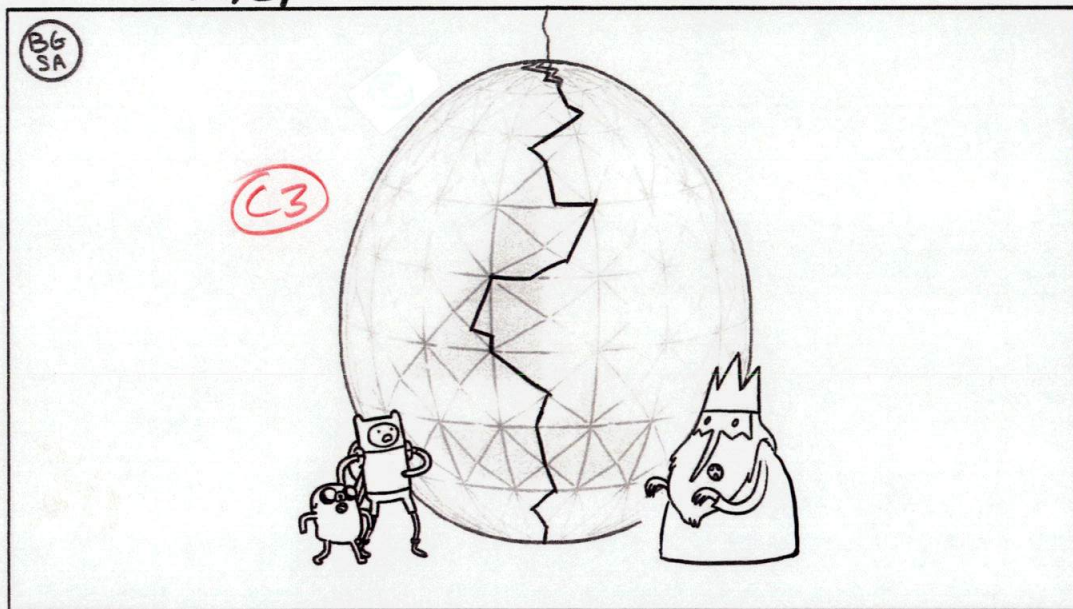


# ADVENTURE TIME

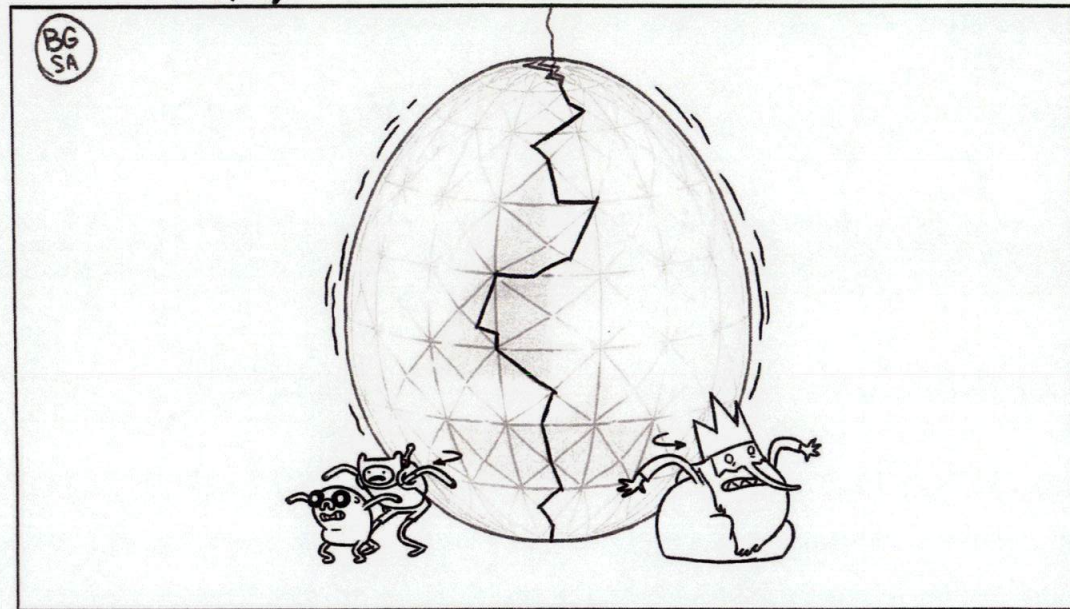


Page 64

Sc. 36 *cont* Pnl. C Bg. day night



Sc. 36 *cont* Pnl. D Bg. day night

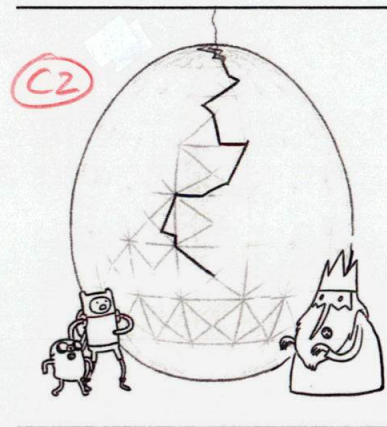
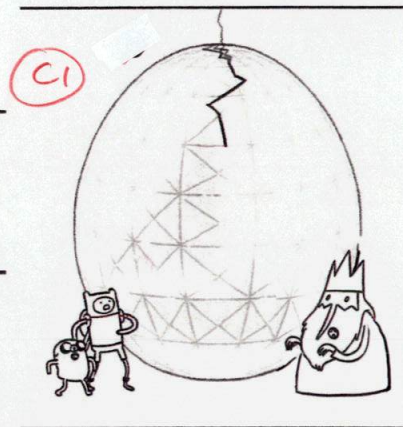


Dialog:

(SFX) (ICE CRACKING)

Action:

Timing:



DEC 02 2015

Production :

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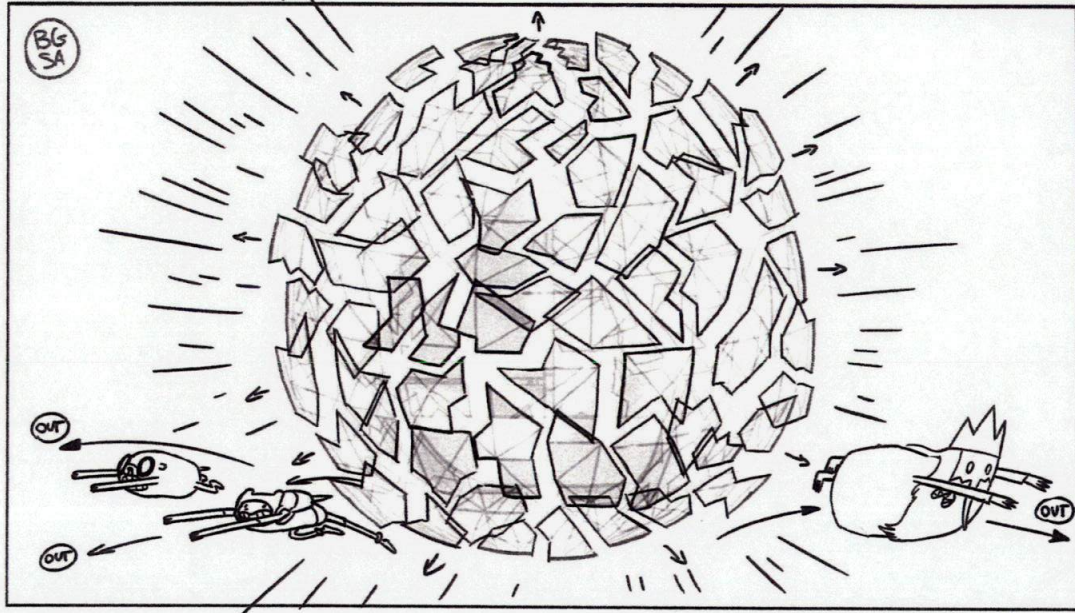
1034/242



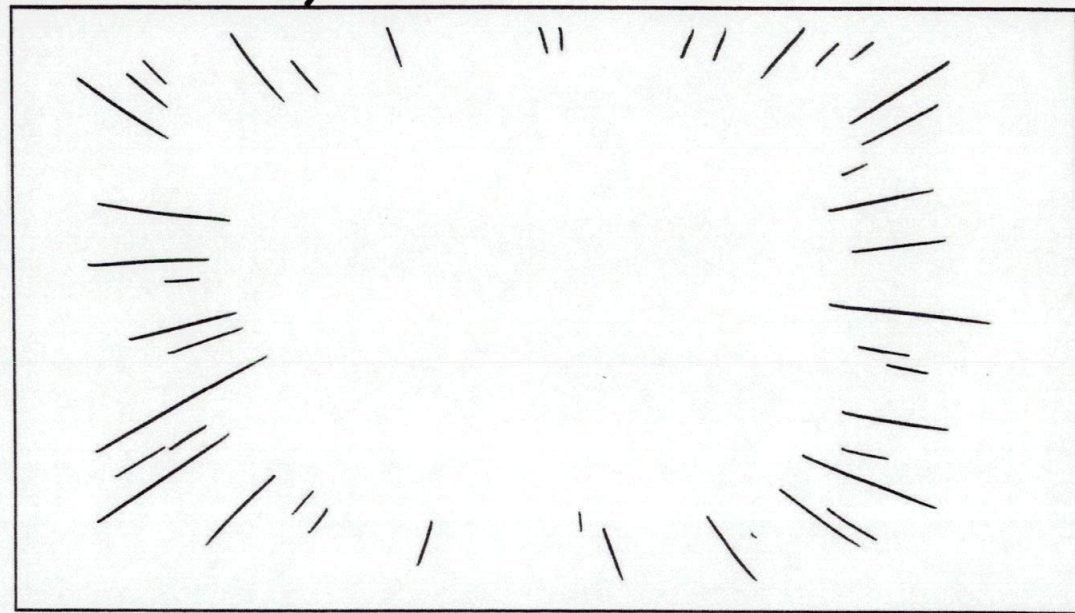
ADVENTURE TIME



Sc. 36 CONT Pnl. E Bg. day night



Sc. 36 CONT Pnl. F Bg. day night



Dialog:	SFX: ✦ SKSHH ✦	FADE up to →	white Fr	FI
Action:	(SHATTER) (F, J, & I.K. DIVE FOR SAFETY)	(WHITE LIGHT ENVELOPES SCREEN)	DEC 02 2015	
Timing:				

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Production :

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1034/242

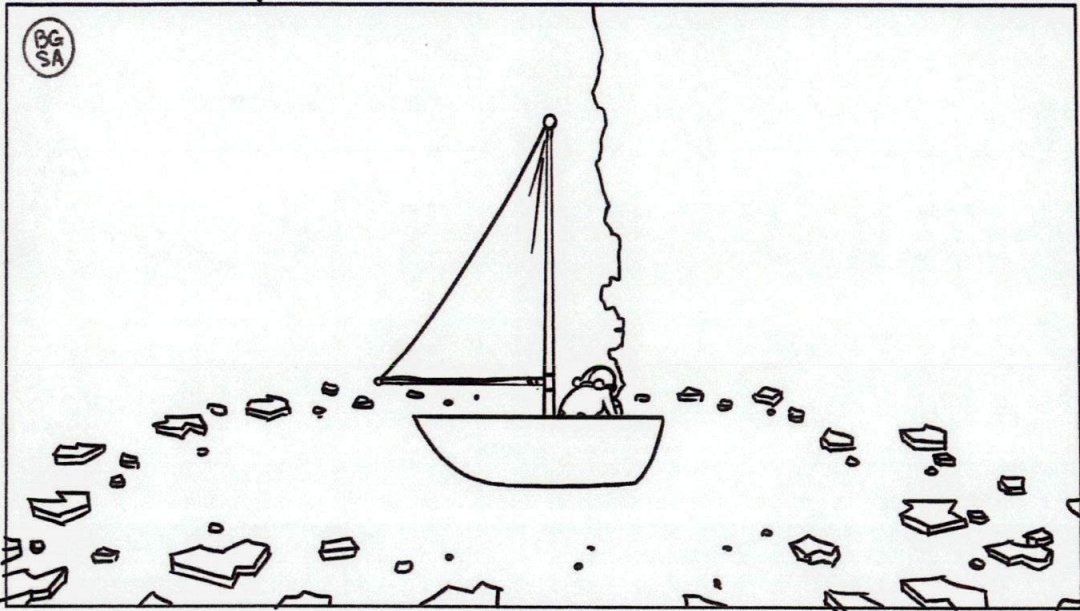
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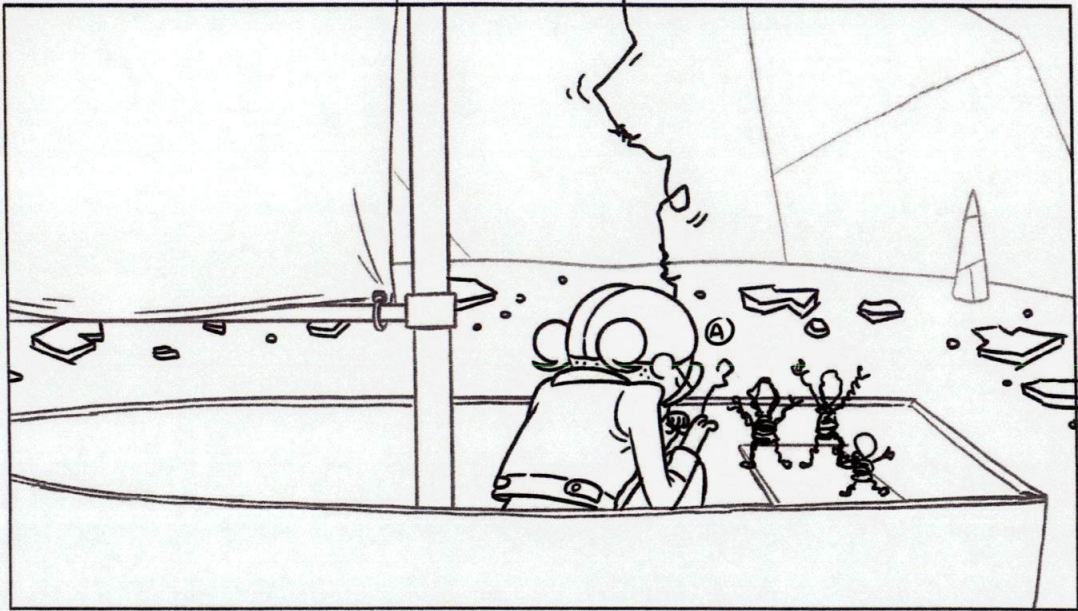
ADVENTURE TIME




Sc. 36 *cont* Pnl. G Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:	<i>Patience (w) AAh!</i>	<i>PATIENCE : [ MUTTERING IN SLEEP ]</i>
Action:	<i>( WHITE FADES BACK TO NORMAL SCENE ) ( ICE DEBRIS SCATTERED ABOUT )</i>	<i>( A FIGURE TWISTING HANGERS INTO WEIRD HL SCULPTURES )</i> DEC 0 2 2015
Timing:	<i>CYCLE (A), (A), (A), (A), etc.</i> 	

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ADVENTURE TIME

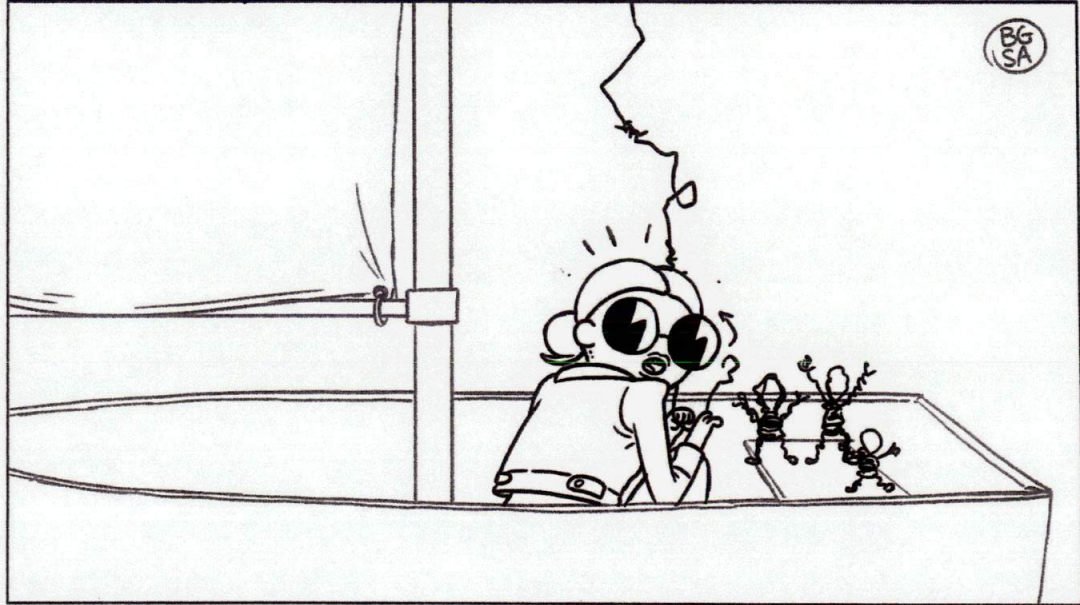


Sc. 37 *CONT*

Pnl. B

Bg.

day night

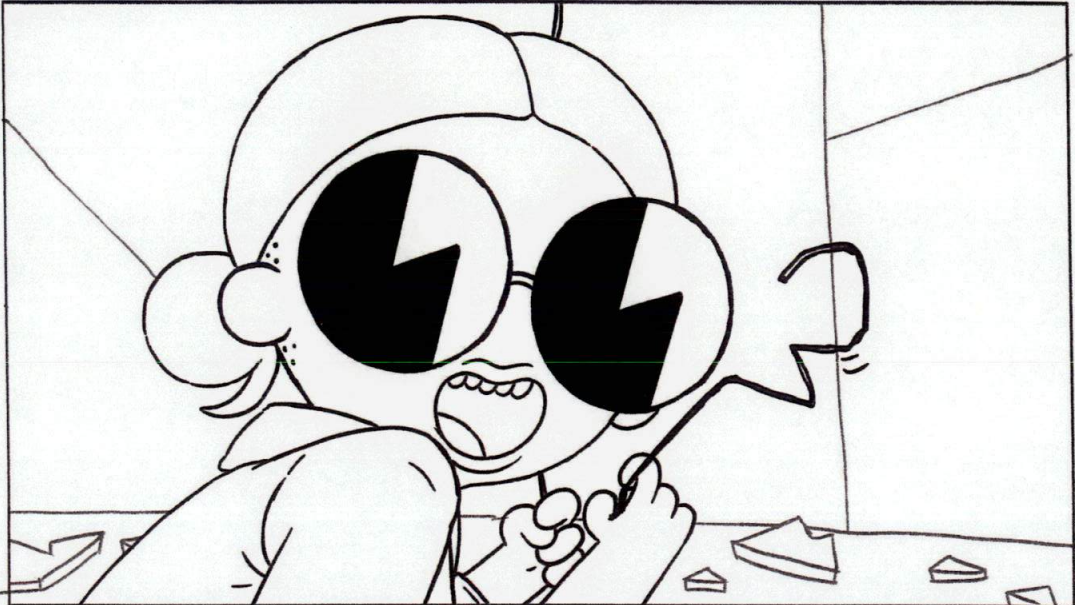


Sc. 38

Pnl. A

Bg.

day night



Dialog:

Action:

- PATIENCE LOOKS UP/ WAKES,  
(BLUE SKIN, WHITE HAIR)

Timing:

Ⓟ DUDES!

ⓈⓅ

DEC 02 2015

Production :

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# ADVENTURE TIME



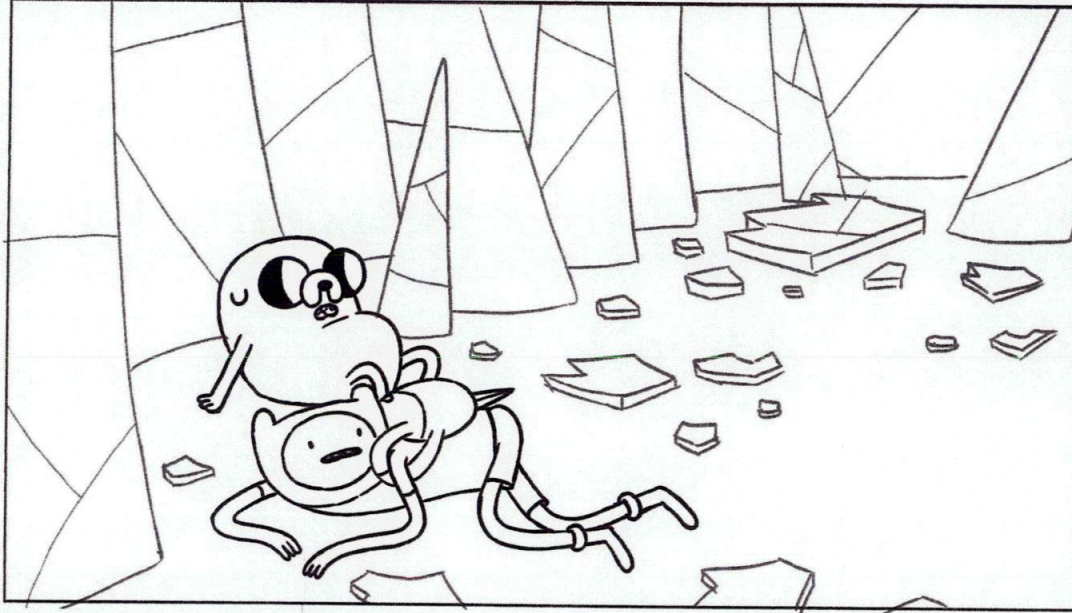
Page 68

Sc. 39

Pnl. A

Bg.

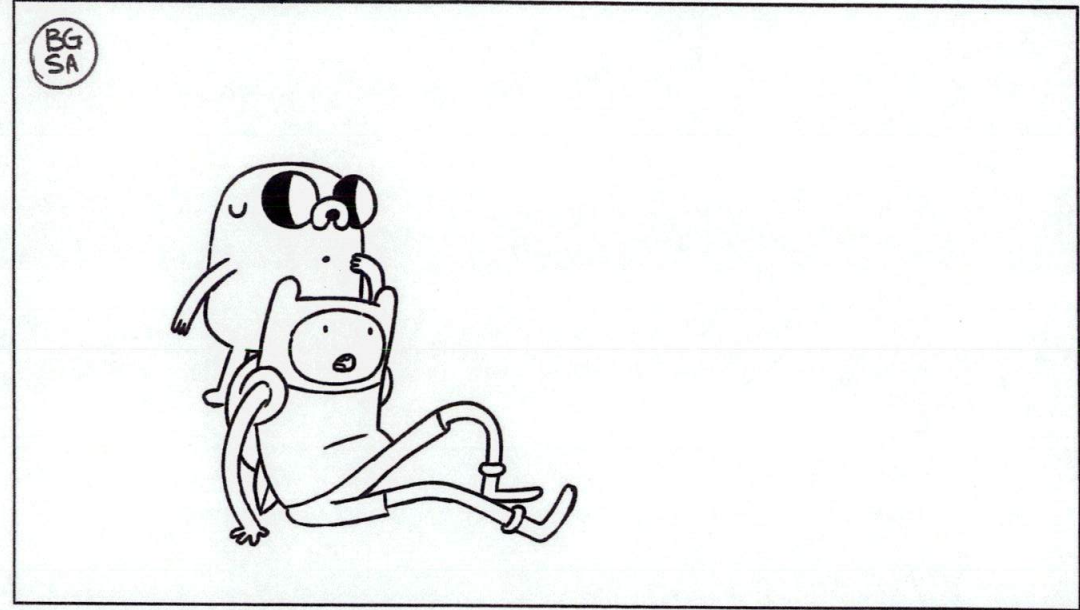
day night



Sc. 39 *CONT* Pnl. B

Bg.

day night



Dialog:

(F) Hello.

Action:

DEC 02 2015

Timing:

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Production :

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# ADVENTURE TIME



Page 69

Sc. 40

Pnl. A

Bg.

day night

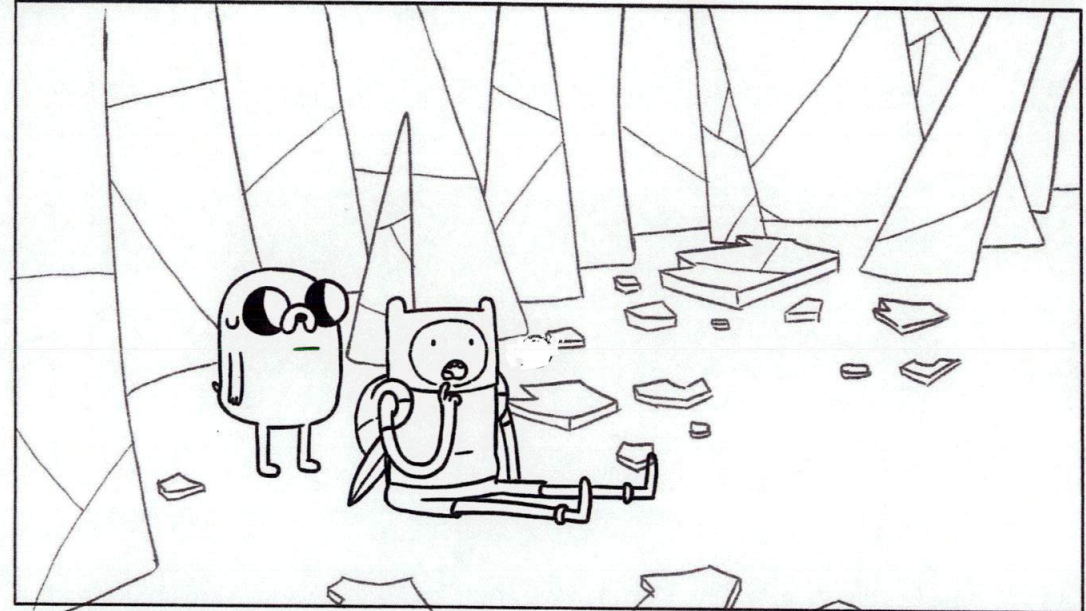


Sc. 41

Pnl. A

Bg.

day night

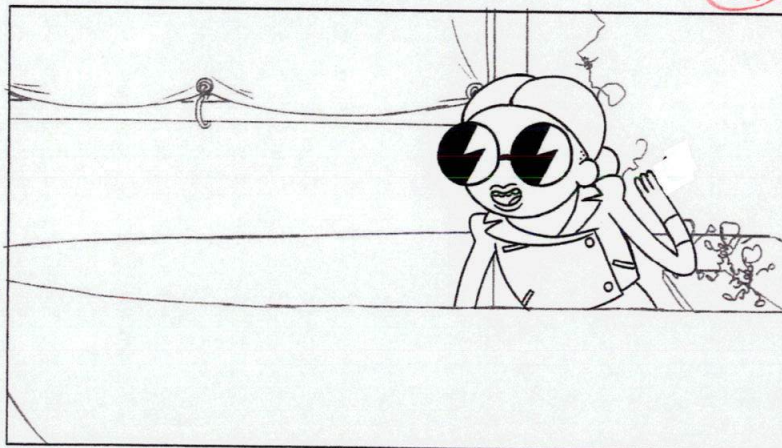


Dialog: (A) (B) (P) WHAT YEAR IS THIS?

SP

Action:

Timing:

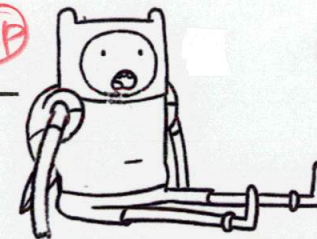


(F) UHH ... NOBODY REALLY KEEPS TIME LIKE THAT

- P. GRABS  
SIDE of BOAT.

SP

DEC 0 2 2015



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Production :

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# ADVENTURE TIME



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Sc. 41 *CONT*

Pnl. B

Bg.

day night

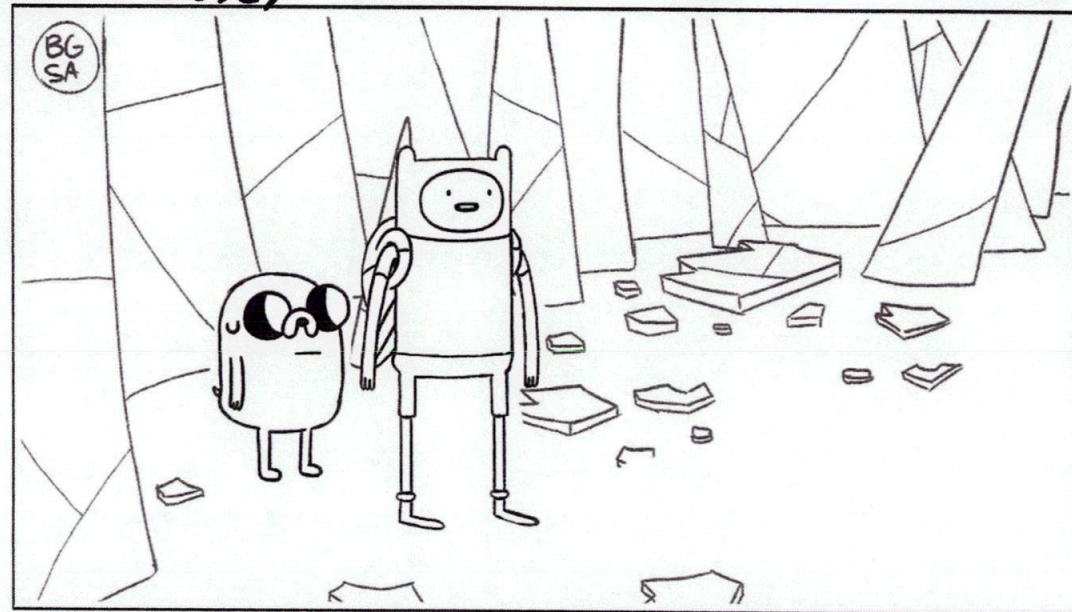


Sc. 41 *CONT*

Pnl. C

Bg.

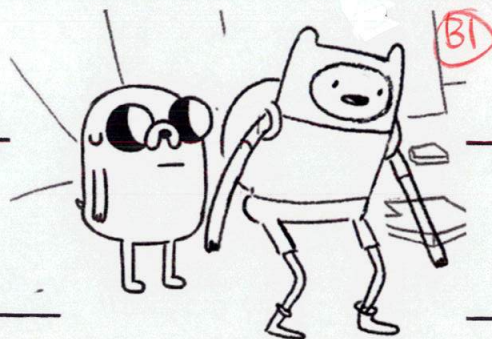
day night



Dialog:

Action:

Timing:



- F STAND.

DEC 02 2015

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Production :

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1034/242



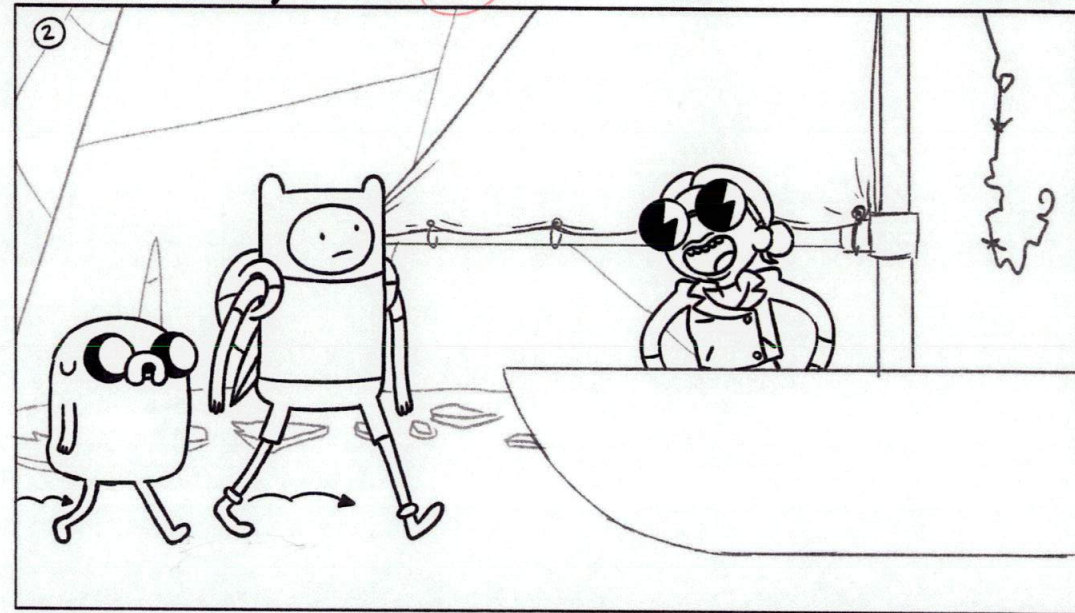
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. 42 *cont* Pnl. B2 Bg. day night



Dialog: (P) IT WORKED!

Action:

Timing:

(A1) (P) I MEAN, I FEEL LIKE IT WORKED. THIS (IS?) THE FUTURE, RIGHT? (B1)

- F+J WALK ON/S

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EPISODE #

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Production :

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ADVENTURE TIME

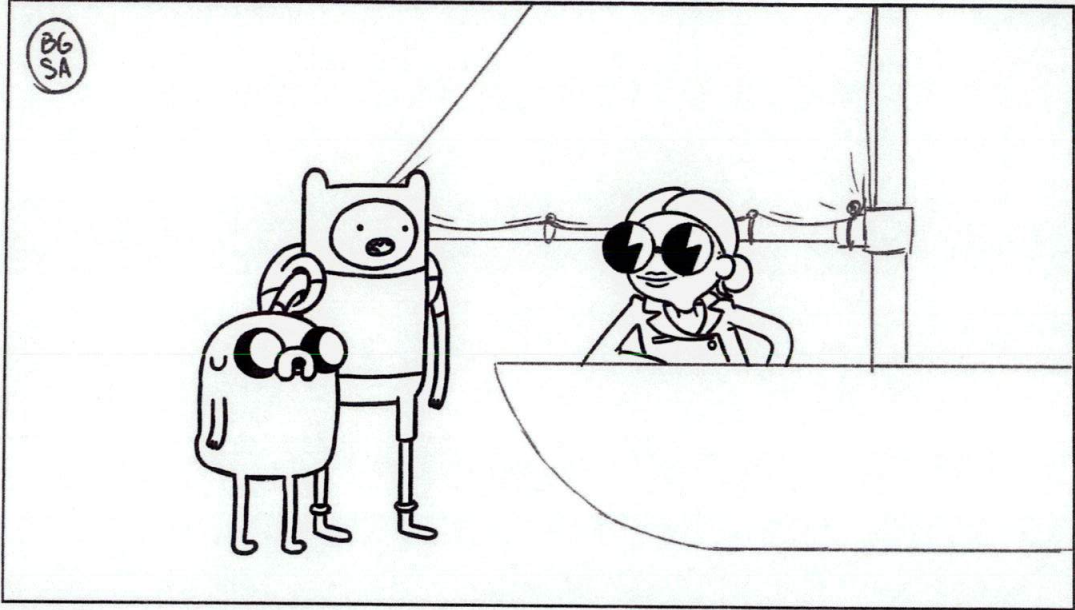


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Sc. 42 *CONT* Pnl. C

Bg.

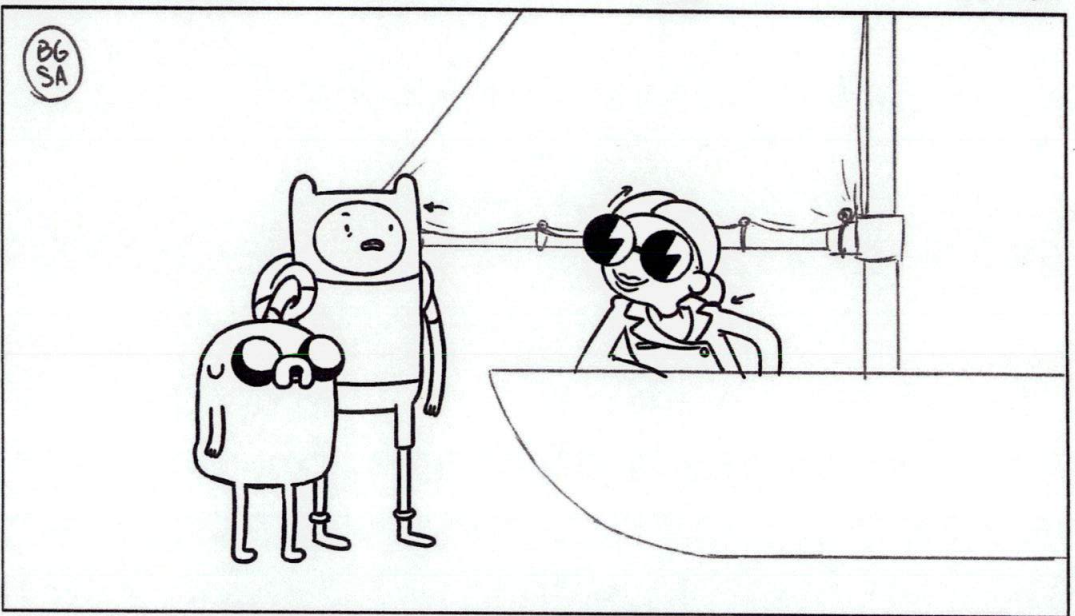
day night



Sc. 42 *CONT* Pnl. D

Bg.

day night



Dialog:

Ⓕ WHO ARE YOU?

Ⓕ YOU'RE LIKE A BEAUTIFUL ICE KING

Action:

DEC 02 2015

Timing:

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Production :

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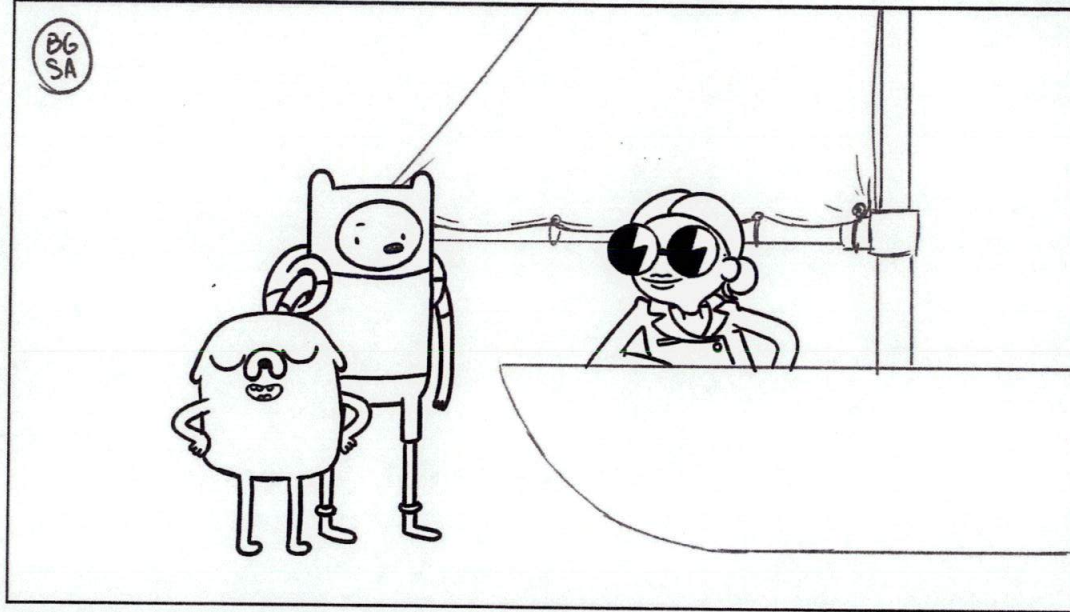


# ADVENTURE TIME

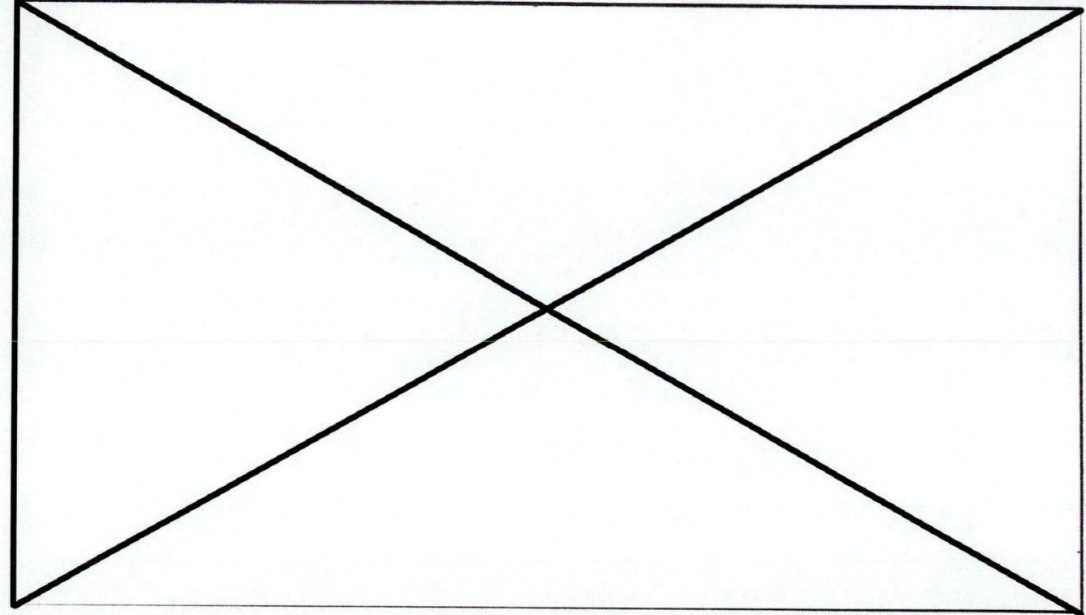


Page **73**

Sc. **42 cont** Pnl. **E** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

⑤ OH BOY, HERE WE GO...

Action:

Timing:

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Production :

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ADVENTURE TIME



NO SC 43

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Sc. Pnl. Bg. day night

Sc. 42 *CONT* Pnl. F Bg. day night

Dialog:

(IK) (O.S.) BACK OFF SON!

Action:

Timing:

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Production :

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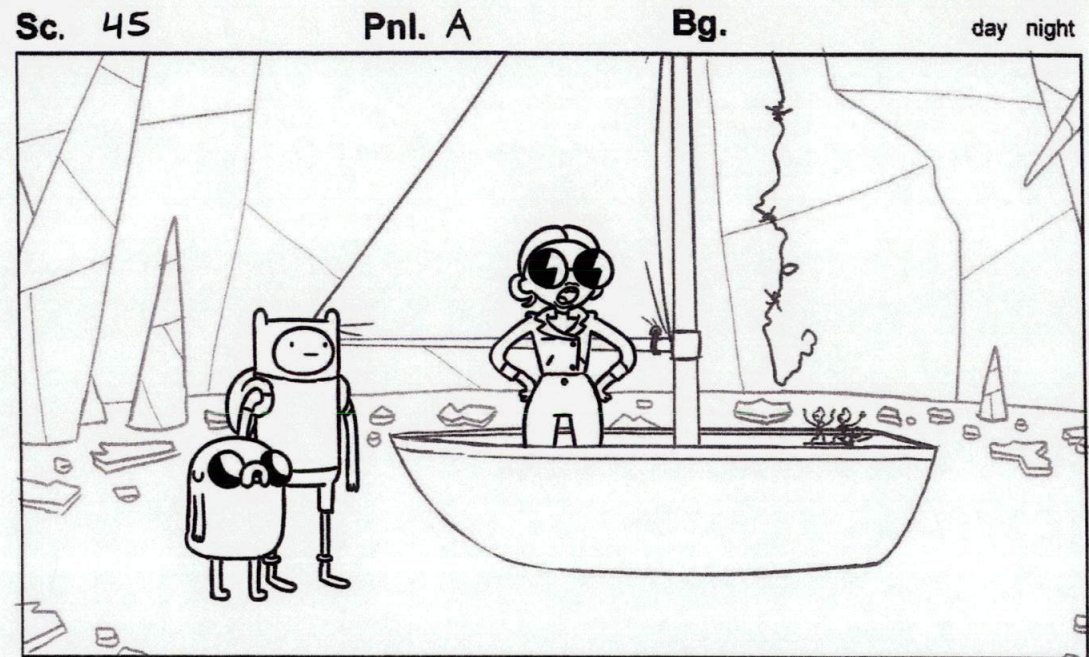
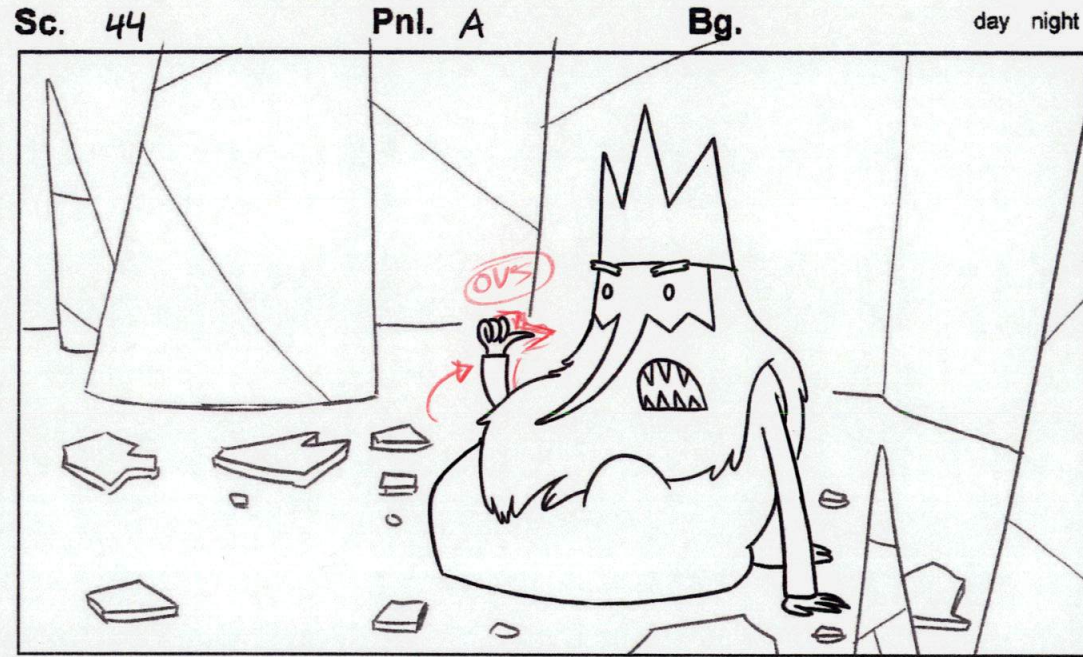
1034/242



# ADVENTURE TIME



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Dialog:	<p>Ⓚ I SAW HER FIRST!</p> <p>Ⓟ CHILL, YOU GUYS</p>
Action:	<p>DEC 02 2015</p>
Timing:	

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Production :

1034/242

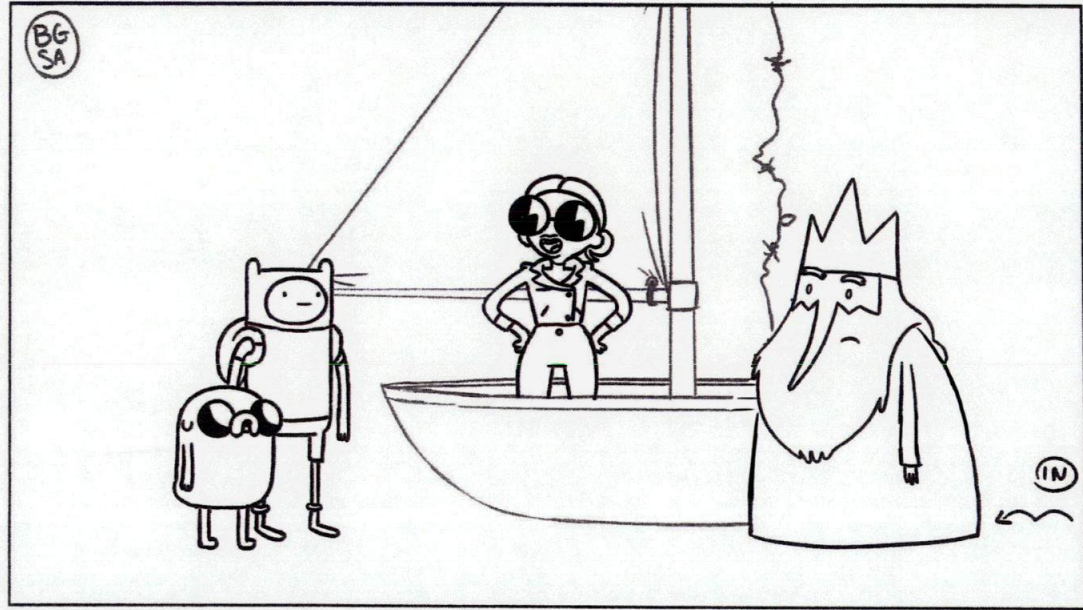


ADVENTURE TIME

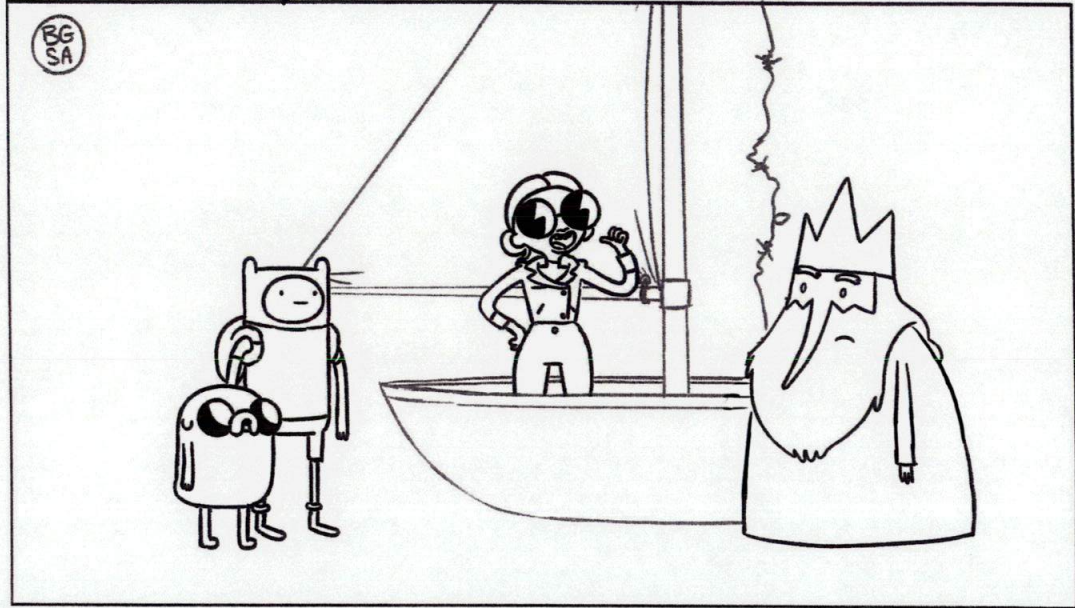


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Sc. 45 *cont* Pnl. B Bg. day night



Sc. 45 *cont* Pnl. C Bg. day night



Dialog: (P) HAH CHILL . Get it?

(P) I'M PATIENCE ST. PIM!

Action: - Ik WALKS ON/S.

DEC 0 2 2015

Timing:

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Production :

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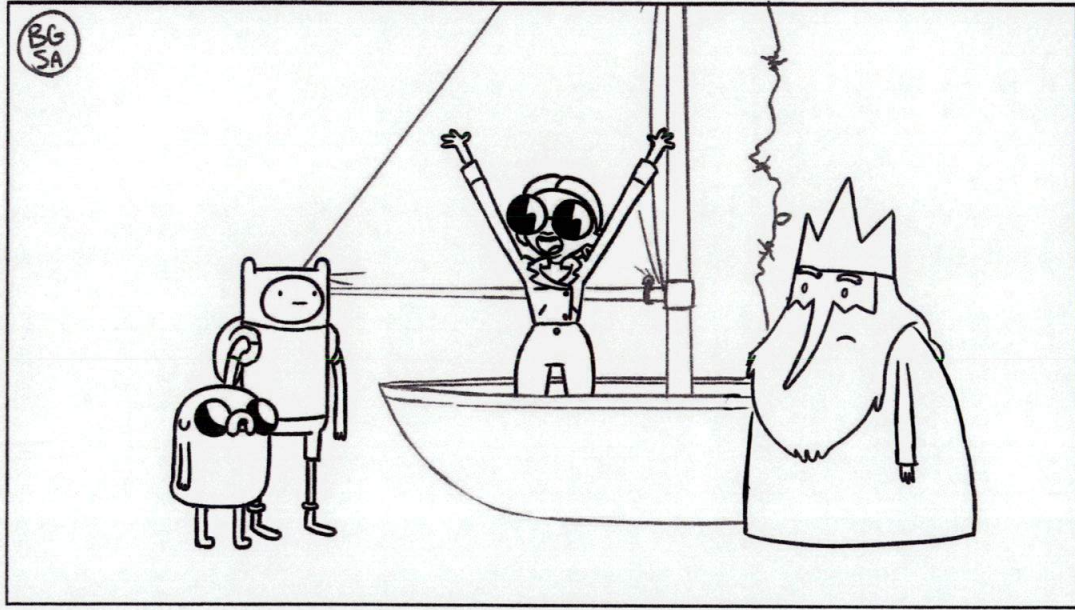
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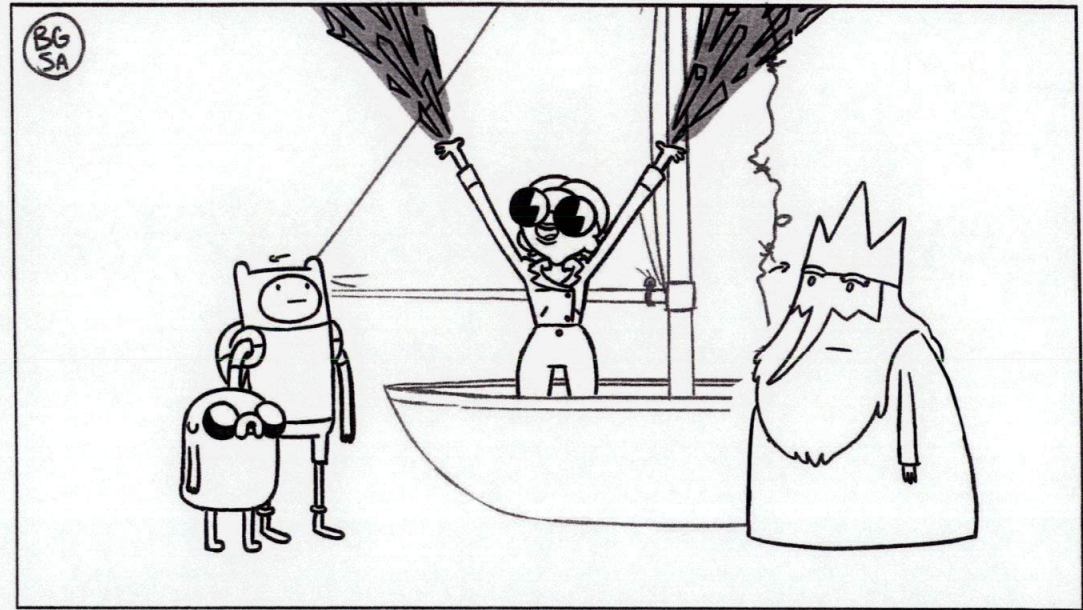
ADVENTURE TIME



Sc. 45 cont Pnl. D Bg. day night



Sc. 45 cont Pnl. E Bg. day night



Dialog:	(P) THE ICE ELEMENTAL!	SFX: * SKSHH *
Action:	(BLAST) (F, J, & I.K. WATCH POLITELY)	
Timing:	DEC 02 2015	

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Production :

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# ADVENTURE TIME



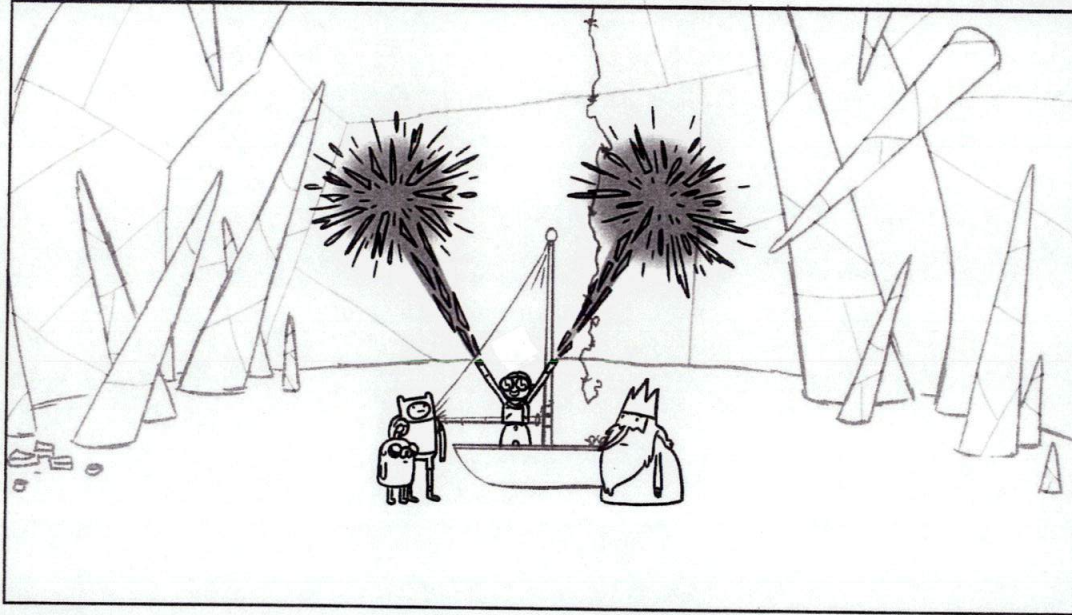
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Sc. 46

Pnl. A

Bg.

day night

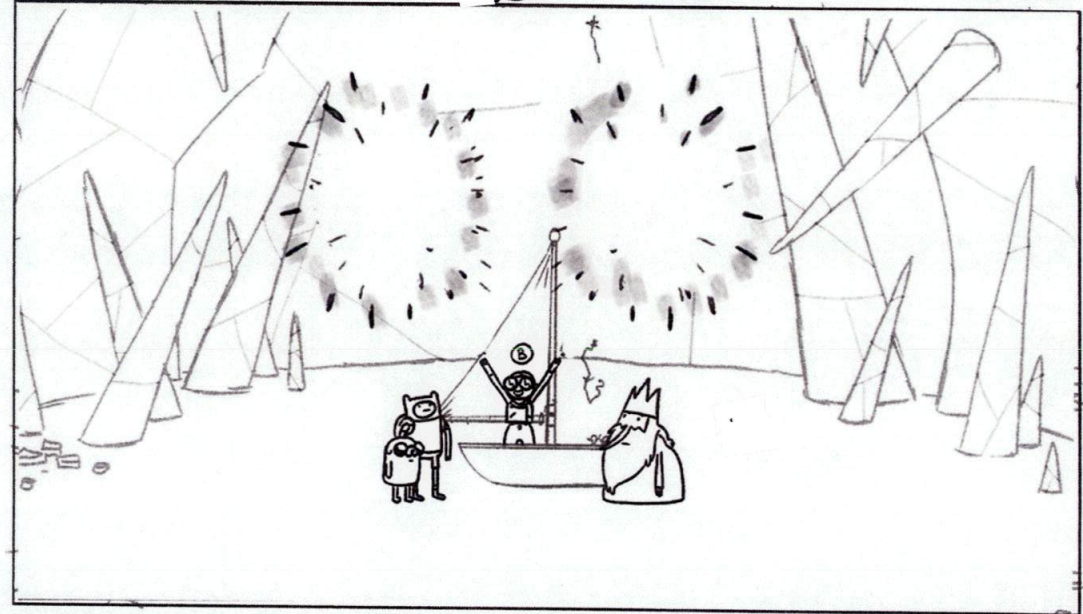


Sc. *46 cont*

Pnl. *B*

Bg.

day night



Dialog:

(SFX) \*ICE FIREWORKS \*

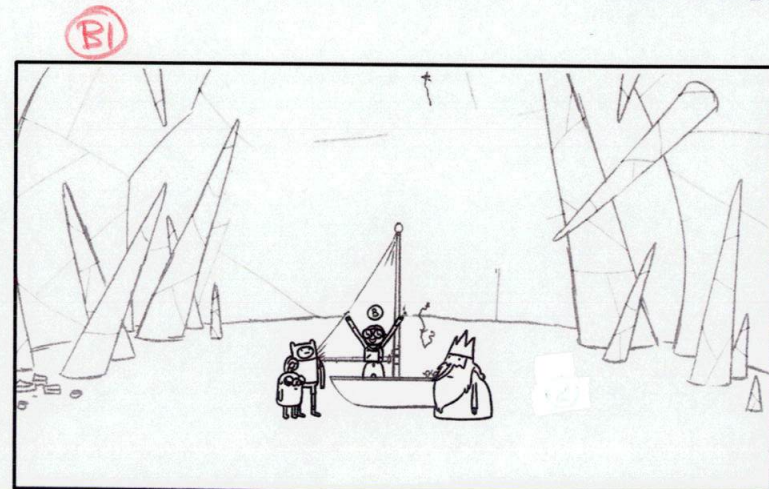
Action:

(ICE FIREWORKS)

Timing:



DEC 02 2015



EPISODE # 1034-242

Production :

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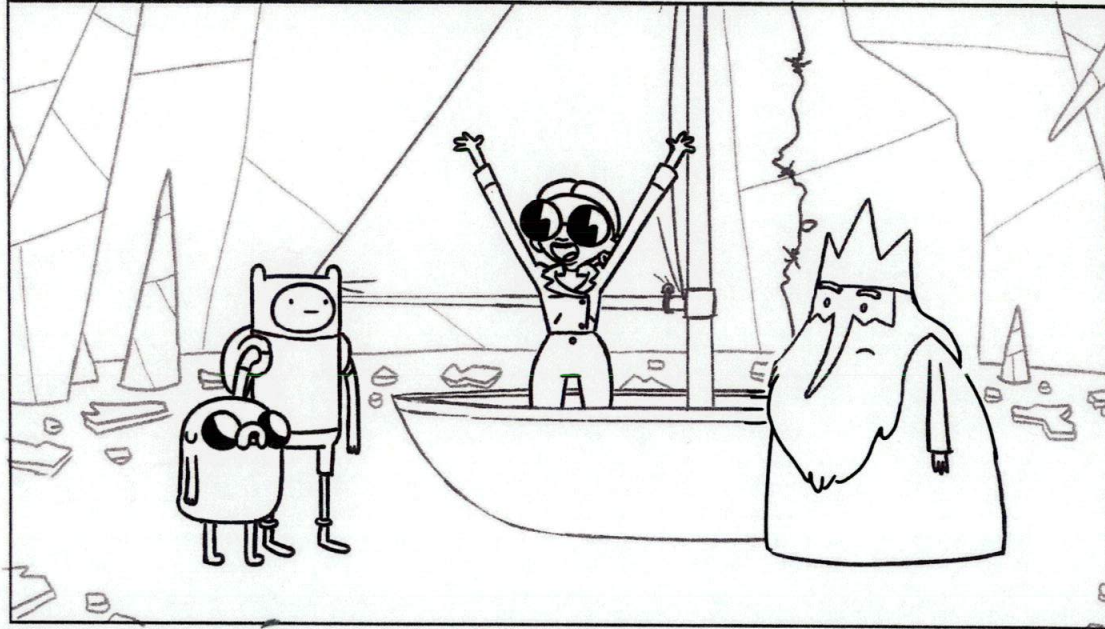


# ADVENTURE TIME

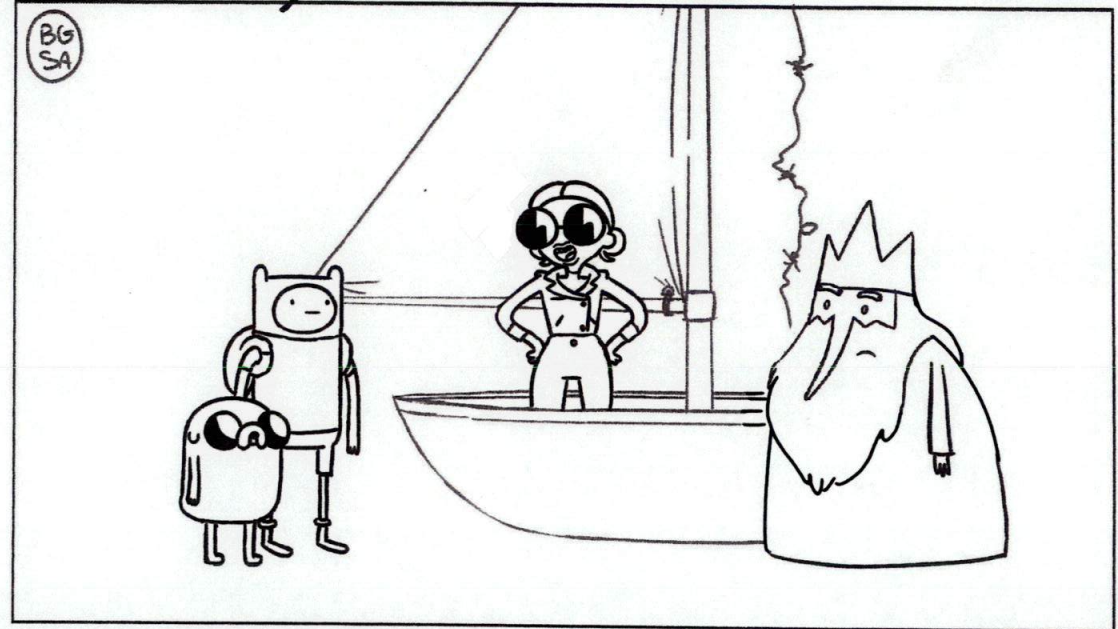


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Sc. 47 Pnl. A Bg. day night



Sc. 47 *cont* Pnl. B Bg. day night



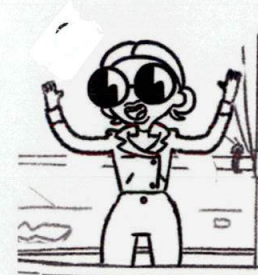
Dialog:

Ⓟ DIDJA SEE THAT? I MADE ICE... WITH MY HANDS!

Action:

(BEAT)  
(NO REACTIONS)

Timing:



Ⓟ

DEC 02 2015

Production :

EPISODE # 1034-242  
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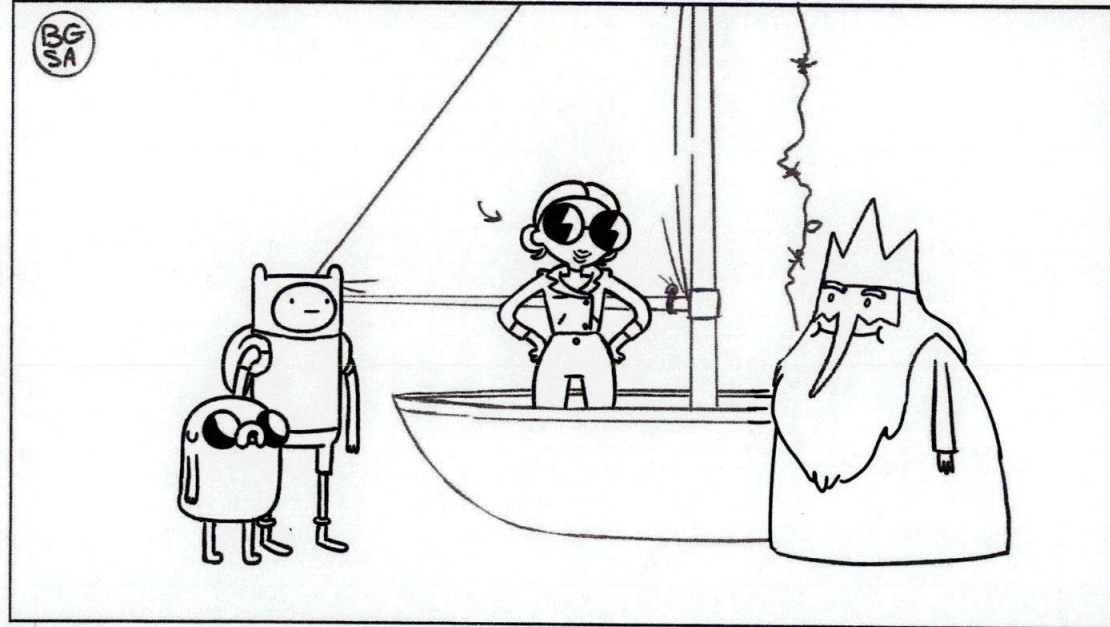


# ADVENTURE TIME

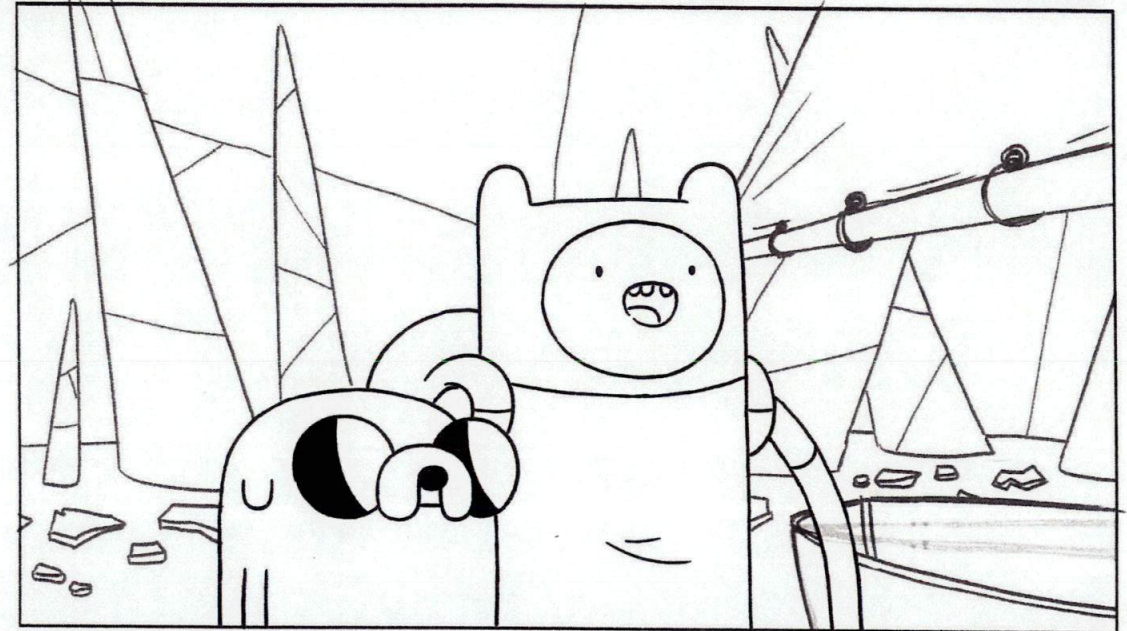


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Sc. 47 *CONT* Pnl. C Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

Ⓕ NICE TO MEET YOU, PATIENCE...

Action:

(P LOOKS TO I.K. WHO SMILES QUICKLY)

Timing:

DEC 02 2015

Production :

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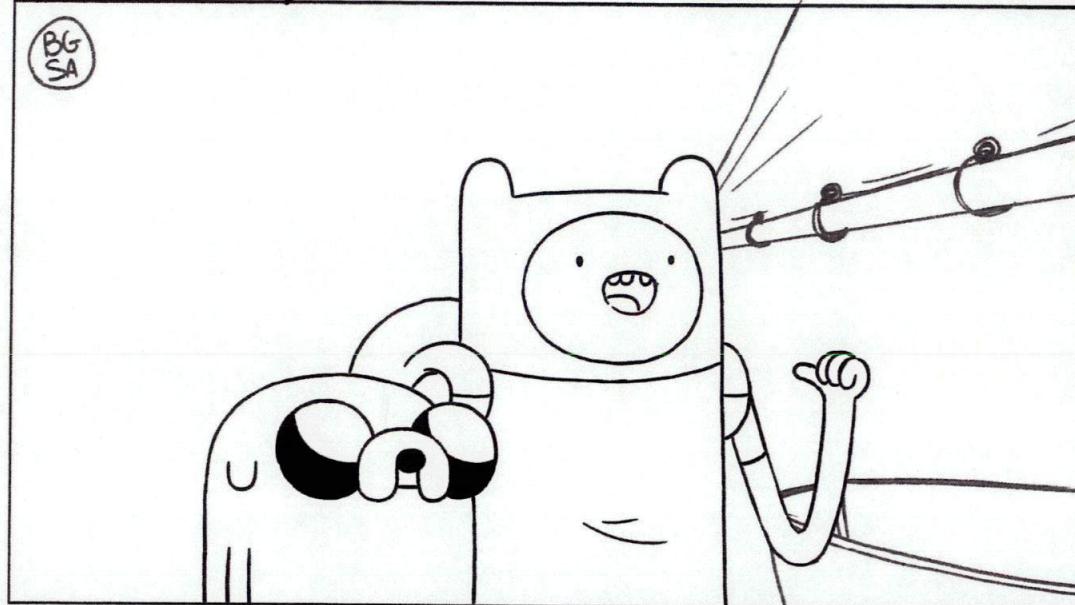


# ADVENTURE TIME

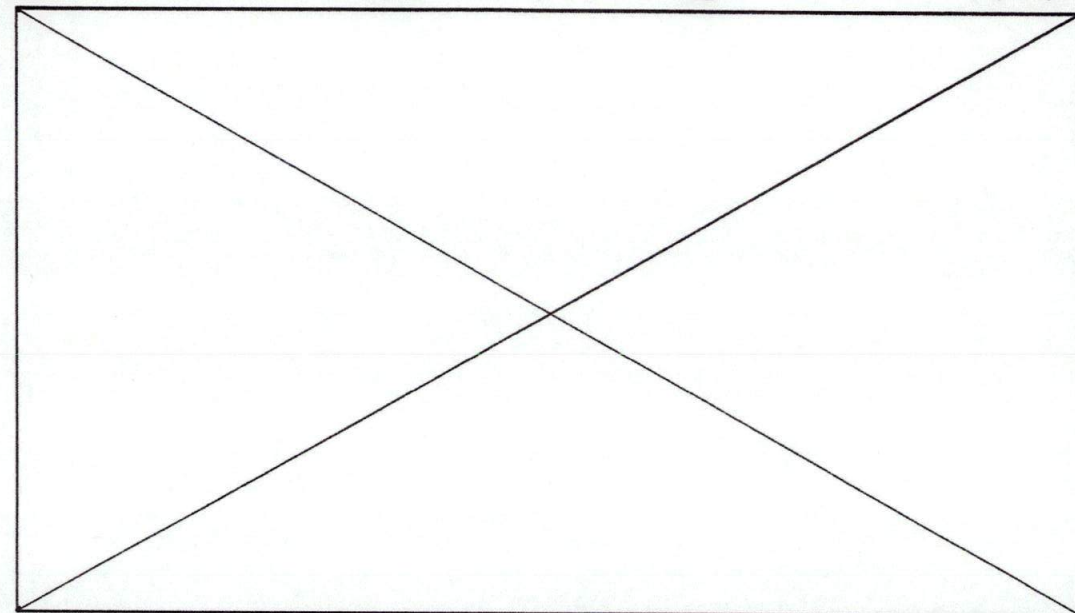


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Sc. 48 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	ⓕ I'M FINN THE HUMAN...
Action:	
Timing:	DEC 02 2015

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ADVENTURE TIME



Sc.

Pnl.

Bg.

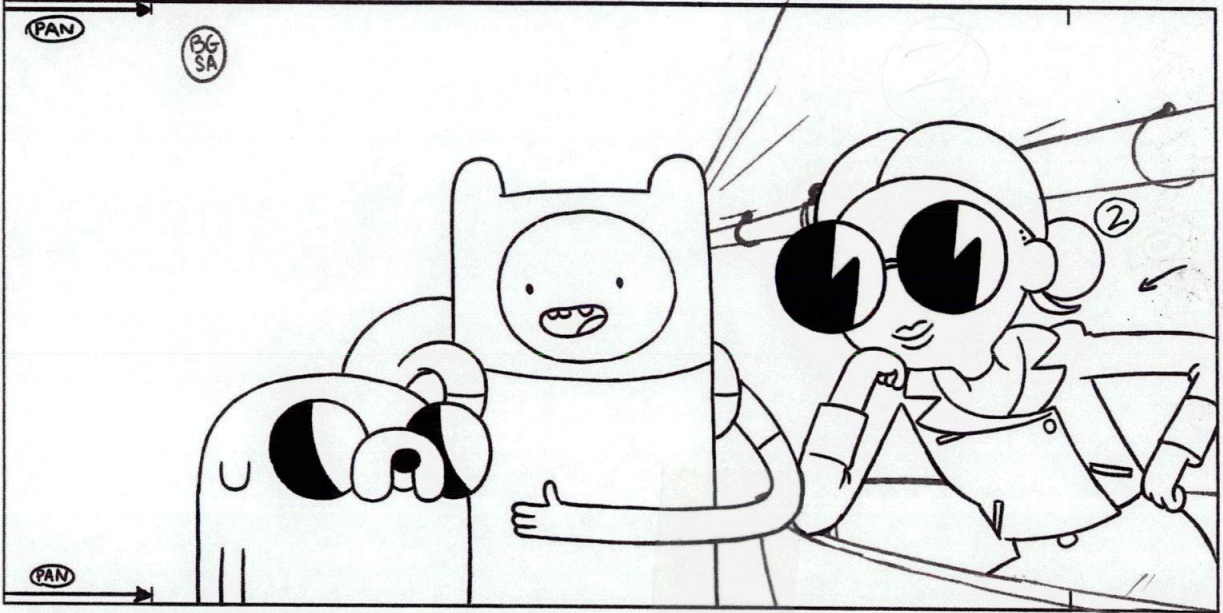
day night

Sc. 48 *cont*

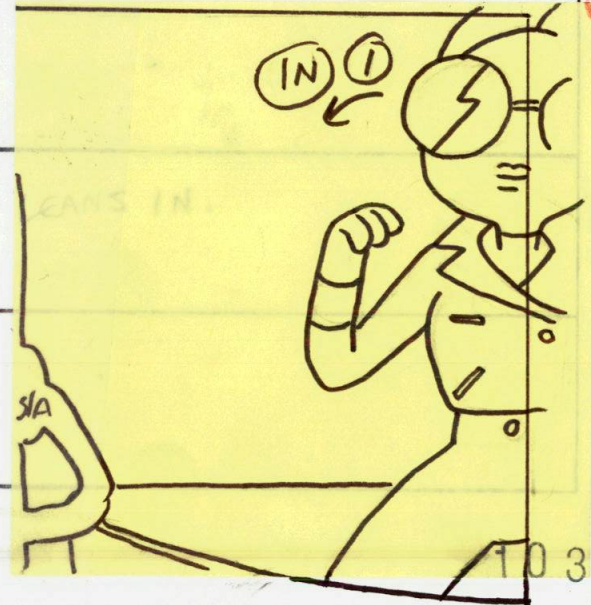
Pnl. C

Bg.

day night



Dialog:	(F) AND THIS IS JAKE THE DOG!
Action:	- ADJ. R. AS PATIENCE LEANS IN.
Timing:	DEC 0 2 2015



Production :

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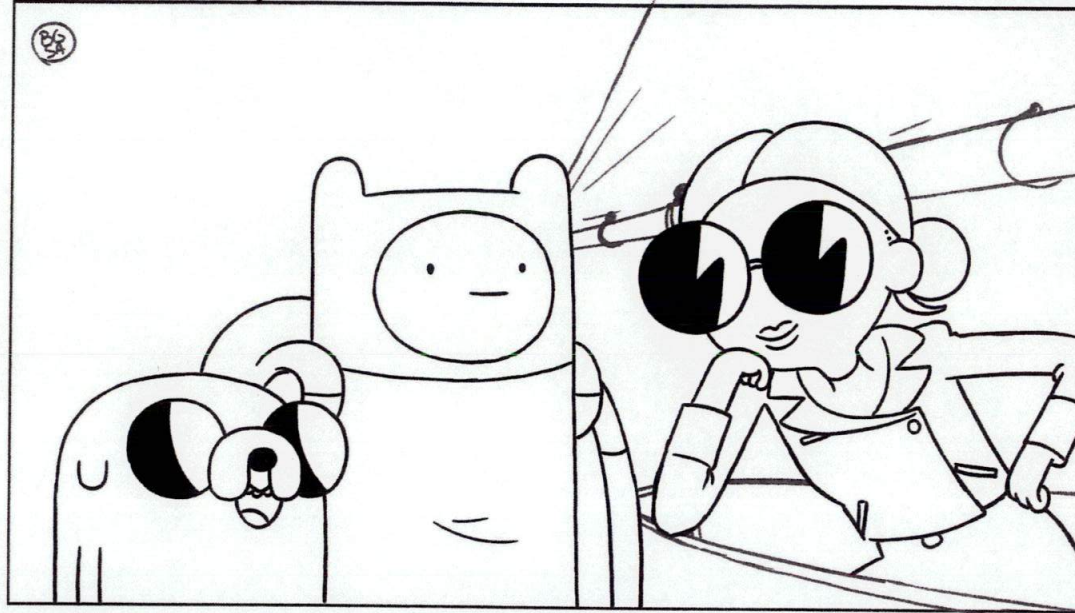


# ADVENTURE TIME

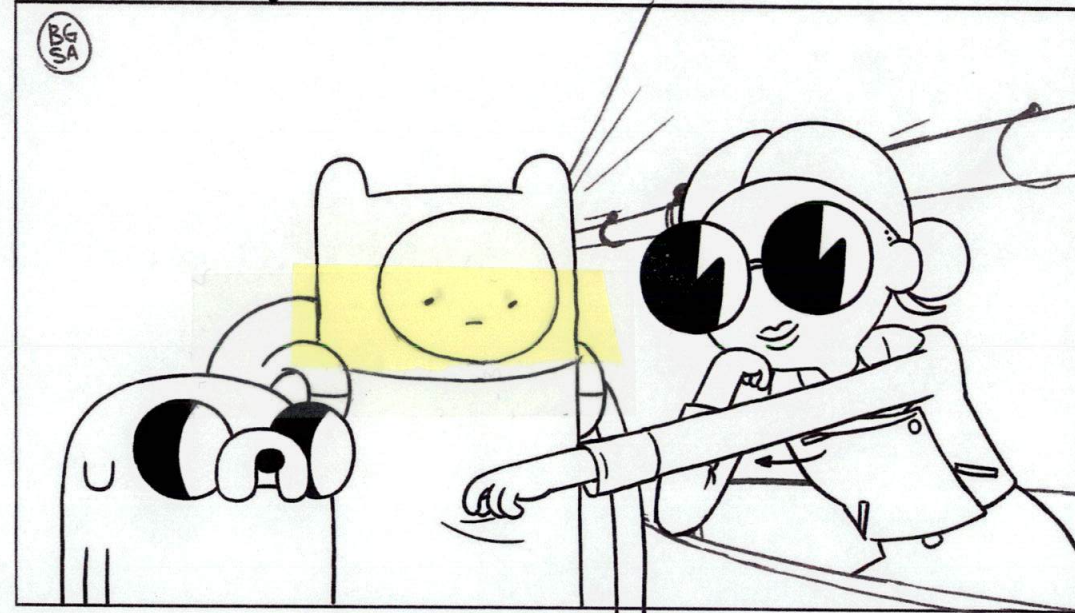


Page 83

Sc. 48 *cont* Pnl. D Bg. day night



Sc. 48 *cont* Pnl. E Bg. day night



Dialog:	⑤ HELLO.
Action:	(PATIENCE HOLDS OUT HERE HAND FOR SAKE TO SMELL)
Timing:	DEC 02 2015

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# ADVENTURE TIME



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Sc. 48 cont Pnl. F

Bg.

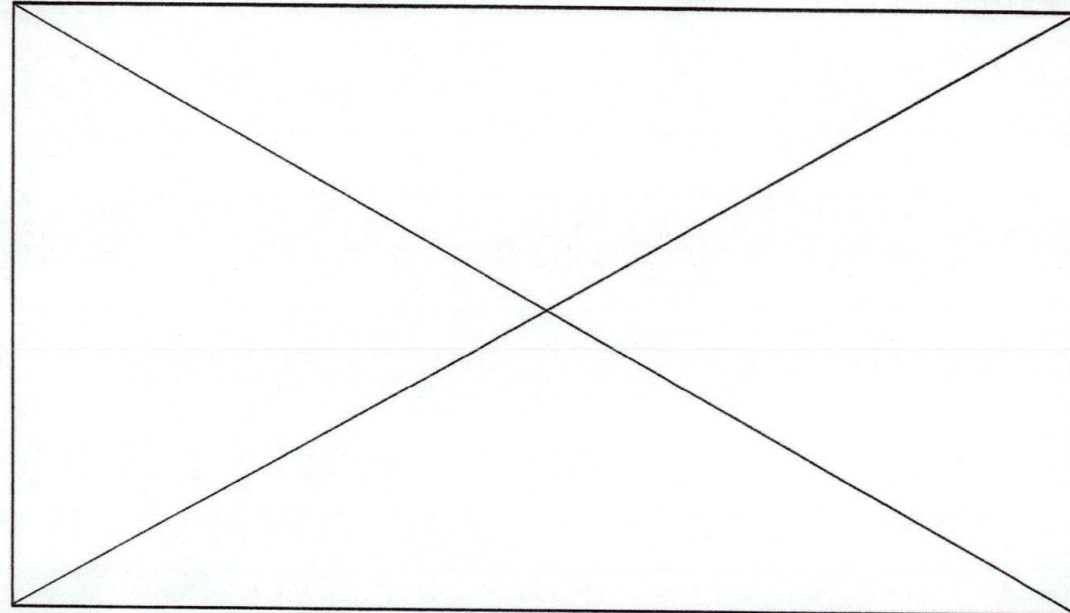
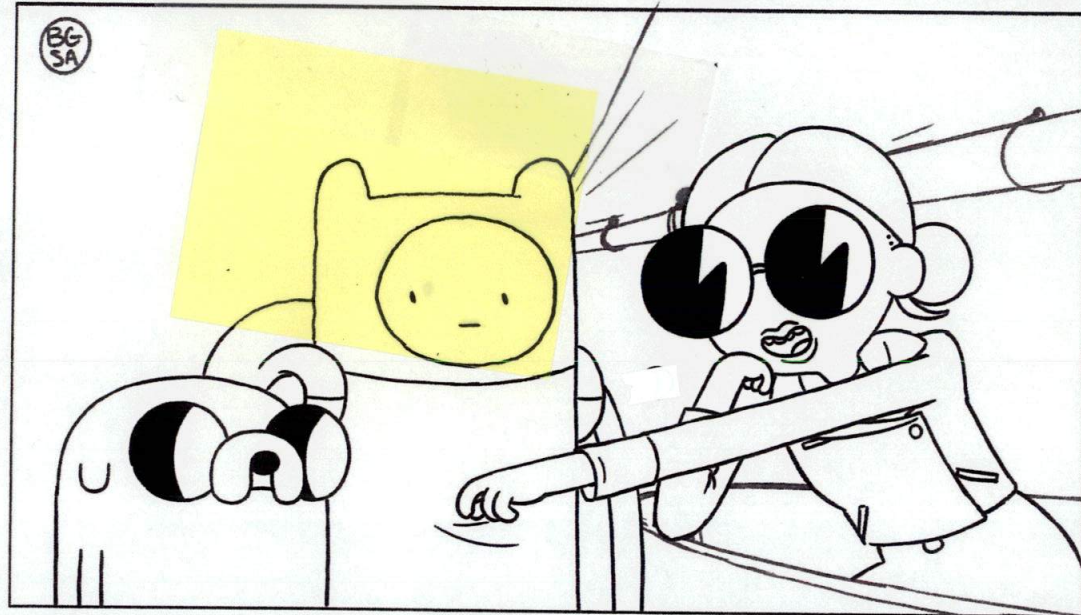
day night

Sc.

Pnl.

Bg.

day night

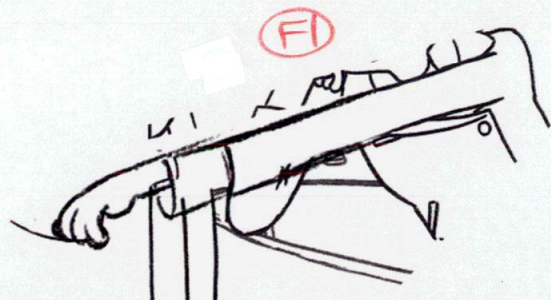


Dialog:

(P) WHO'S A GOOD BOY?

Action:

Timing:



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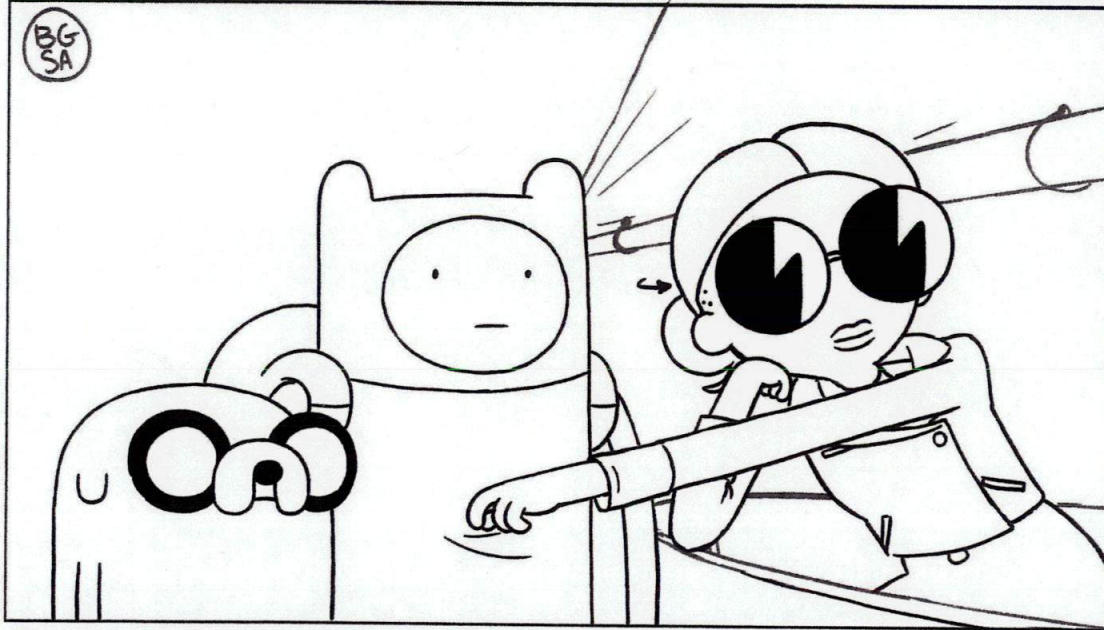


# ADVENTURE TIME

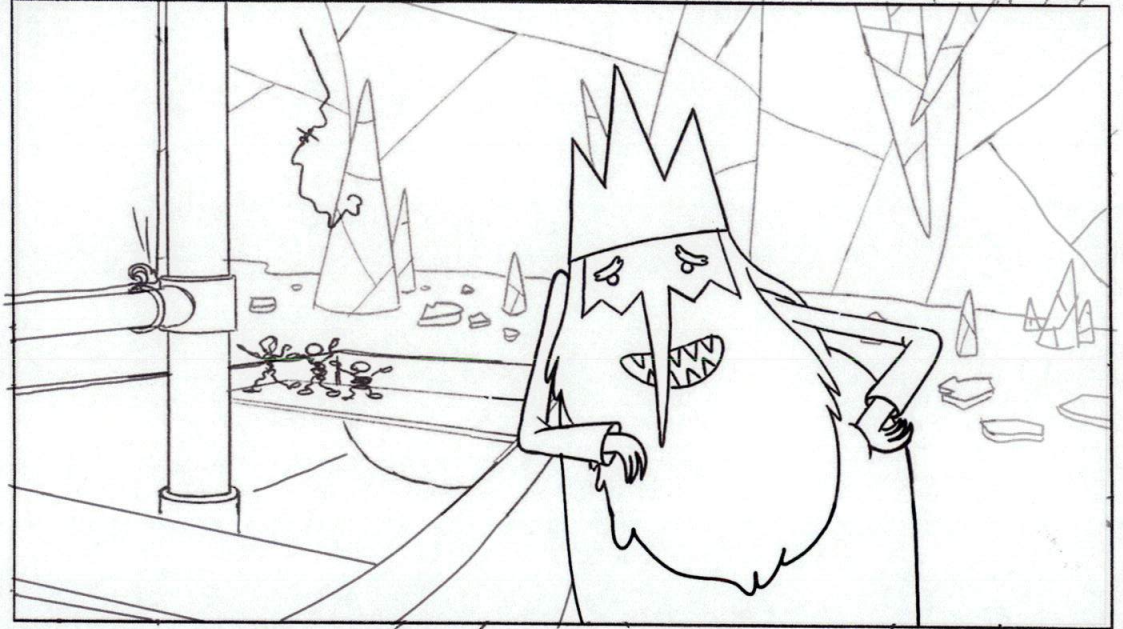


Page 85

Sc. 48 CONT Pnl. G Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog: (IK) (O.S.) AHEN!

(IK) THEY CALL ME THE ICE KING

Action: P + F + J LOOK RIGHT.

DEC 02 2015

Timing:

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Production :

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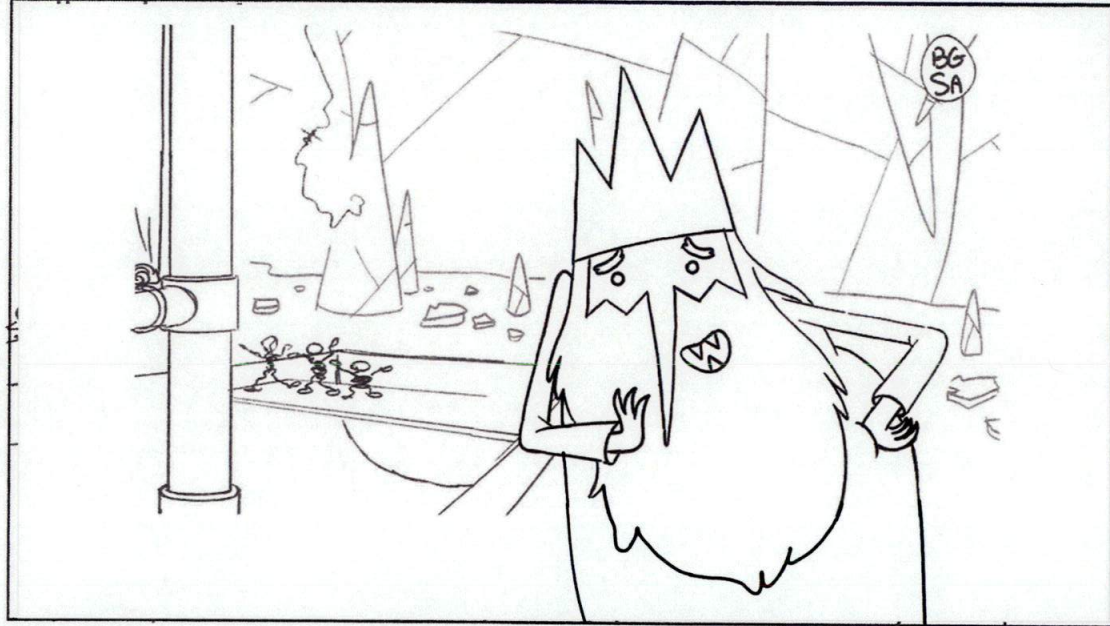


# ADVENTURE TIME



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Sc. 49 cont Pnl. B Bg. day night



Sc. 49 cont Pnl. C Bg. day night



Dialog:

(IK) I... ALSO MAKE ICE

Action:

(POINTS)

DEC 02 2015

Timing:

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Production :

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# ADVENTURE TIME

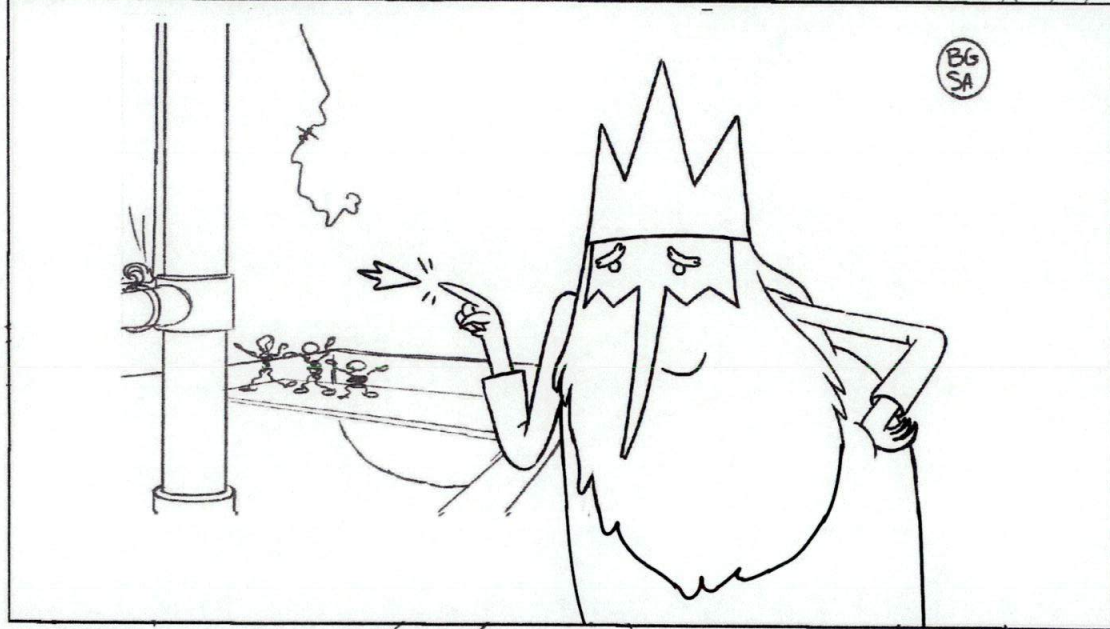


Page **87**

Sc. **49 CONT** Pnl. **D**

Bg.

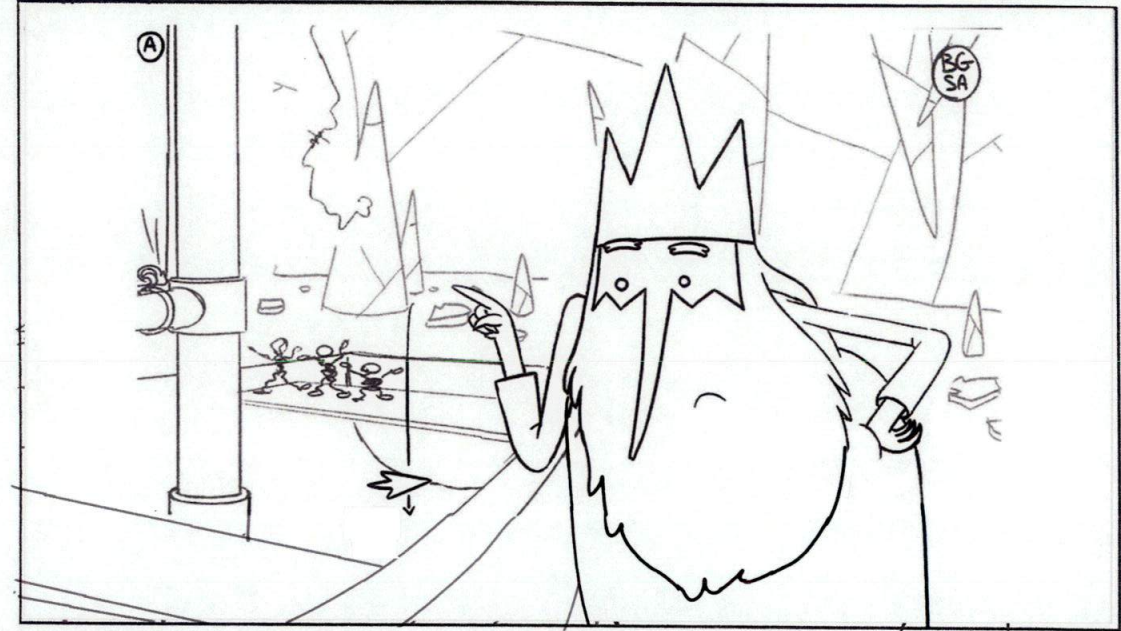
day night



Sc. **49 CONT** Pnl. **E**

Bg.

day night



Dialog:

(SFX) **FART!**

(SFX) **CLINK!**

Action:

**<FART!>**  
OF  
ICE MAGIC.

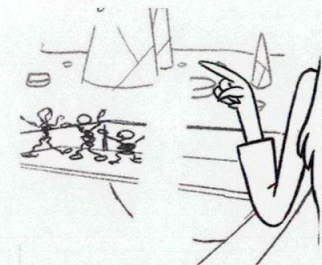
- ICE MAGIC  
FALLS, BREAKS

(E1)

(E2)

DEC 02 2015

Timing:



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Production :

**1034/242**

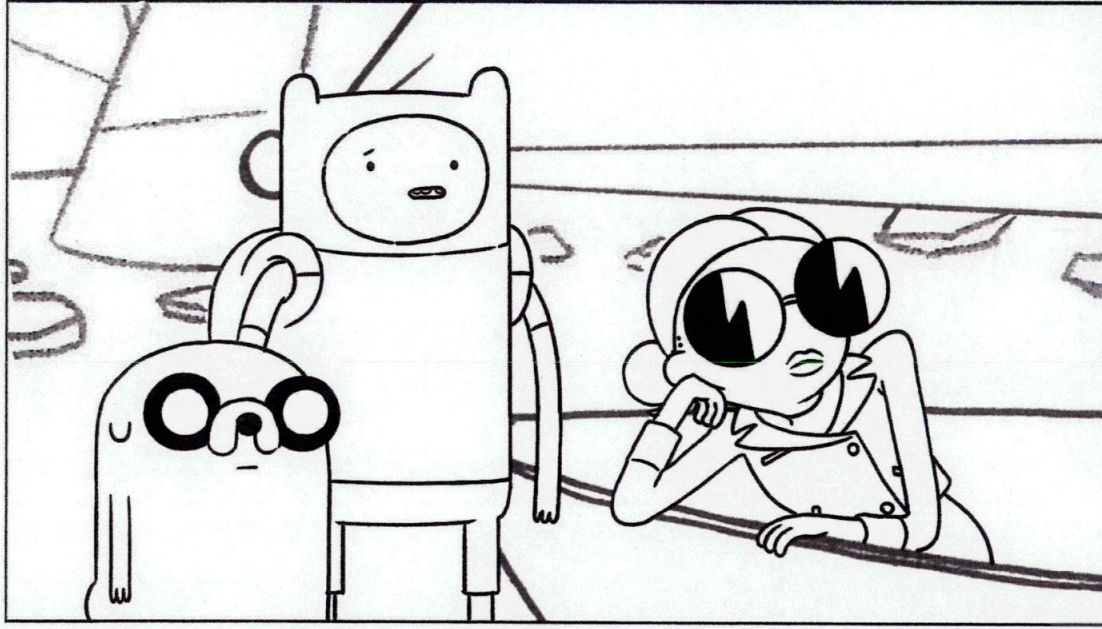


# ADVENTURE TIME

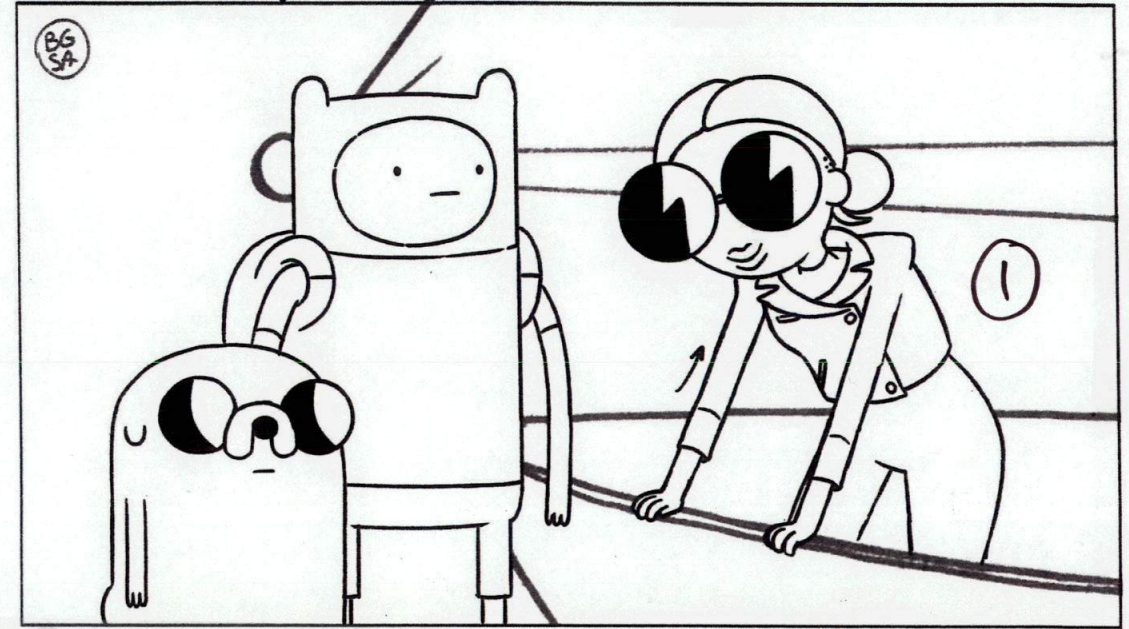


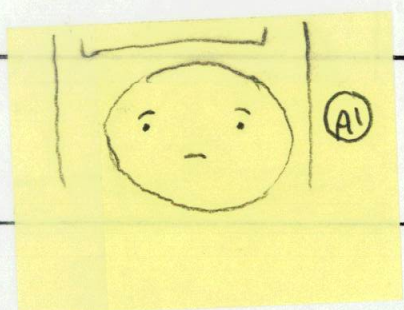

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Sc. 50 Pnl. A Bg. day night



Sc. 50 cont Pnl. B Bg. day night



Dialog:	(F) HE'S BEEN USING HIS POWERS A LOT TODAY	
Action:		
Timing:		

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Production :

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# ADVENTURE TIME

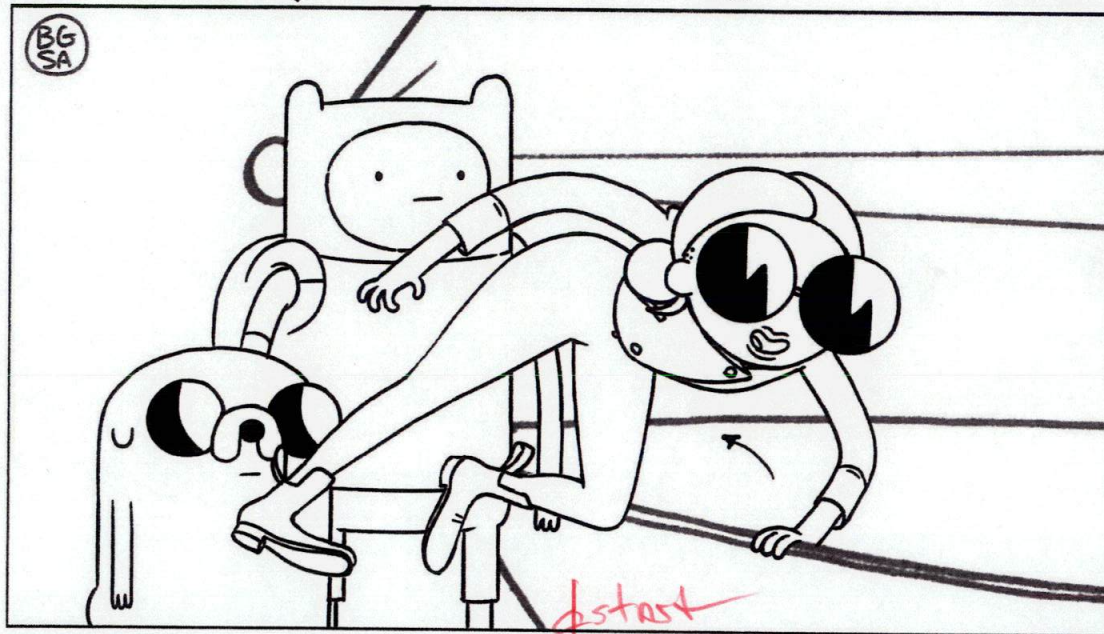


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Sc. 50 *cont* Pnl. C

Bg.

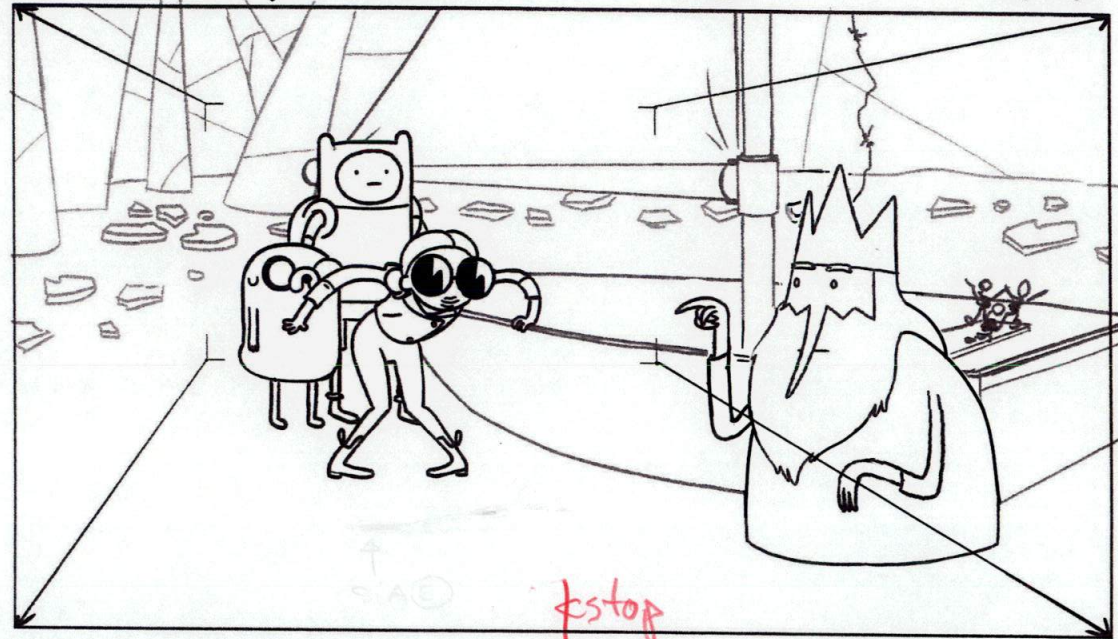
day night



Sc. 50 *cont* Pnl. D

Bg.

day night



Dialog:

Ⓟ HUP

Action:

- P. HOPS OVER RAIL.

- TRUCK OUT AS P. LANDS.

DEC 02 2015

Timing:

Production :

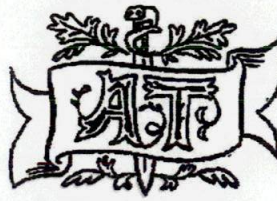
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# ADVENTURE TIME



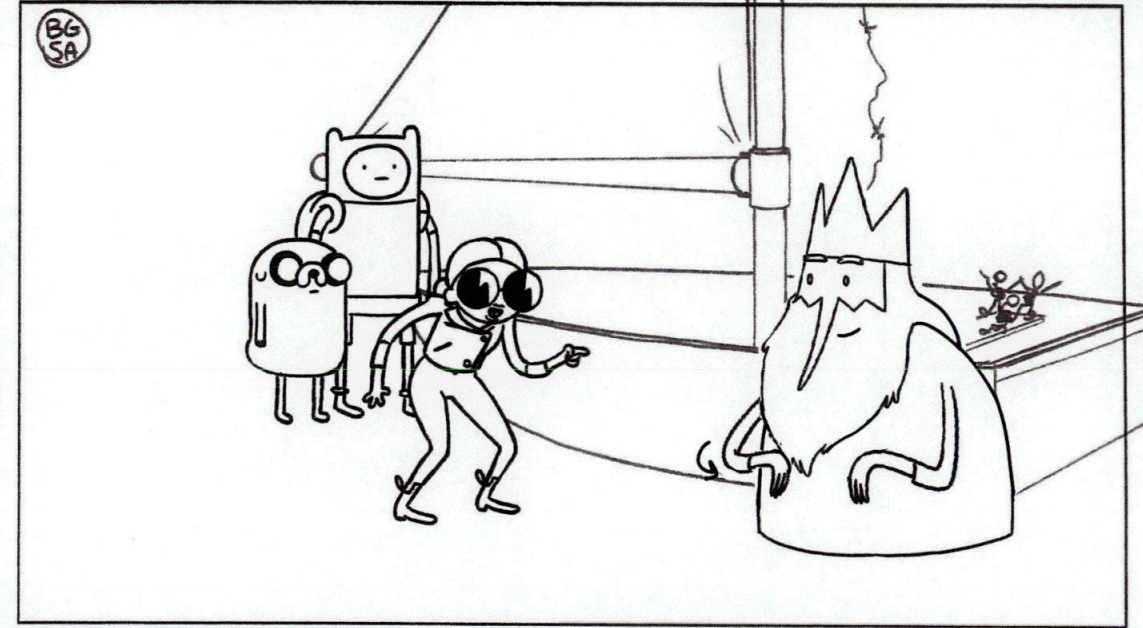
Page 90

Sc. *50 CONT*

Pnl. *E*

Bg.

day night

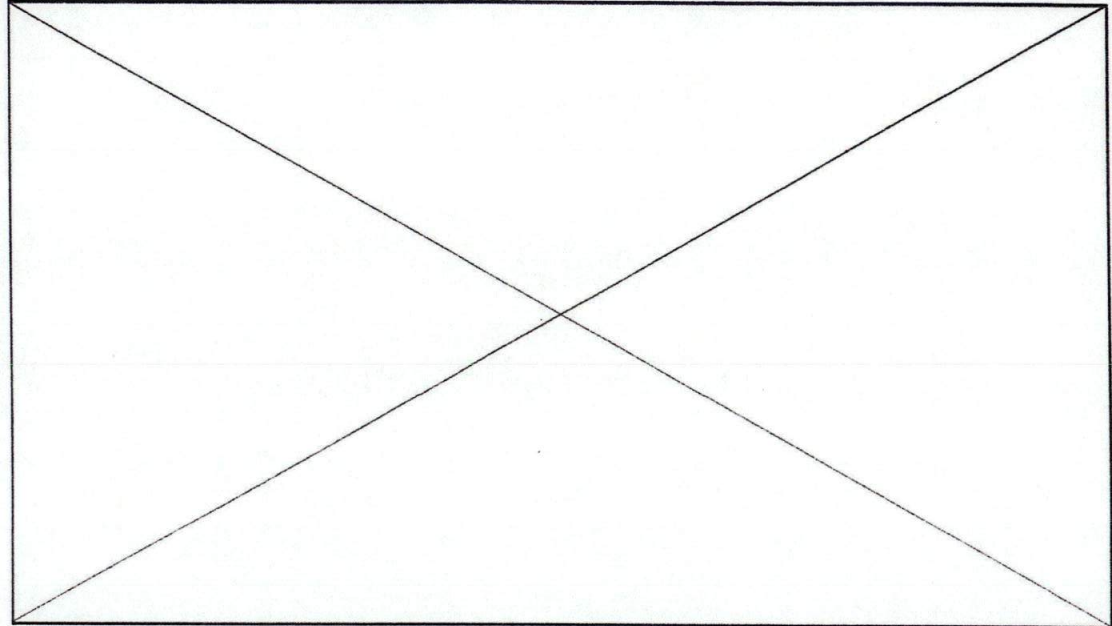


Sc.

Pnl.

Bg.

day night



Dialog:

*(P) WELL, I THINK YOU'RE PRETTY GROOVY*

*DO YOU WANNA...*

Action:

DEC 02 2015

Timing:

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# ADVENTURE TIME



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9/1/15  
day night

Sc. 50 CONT

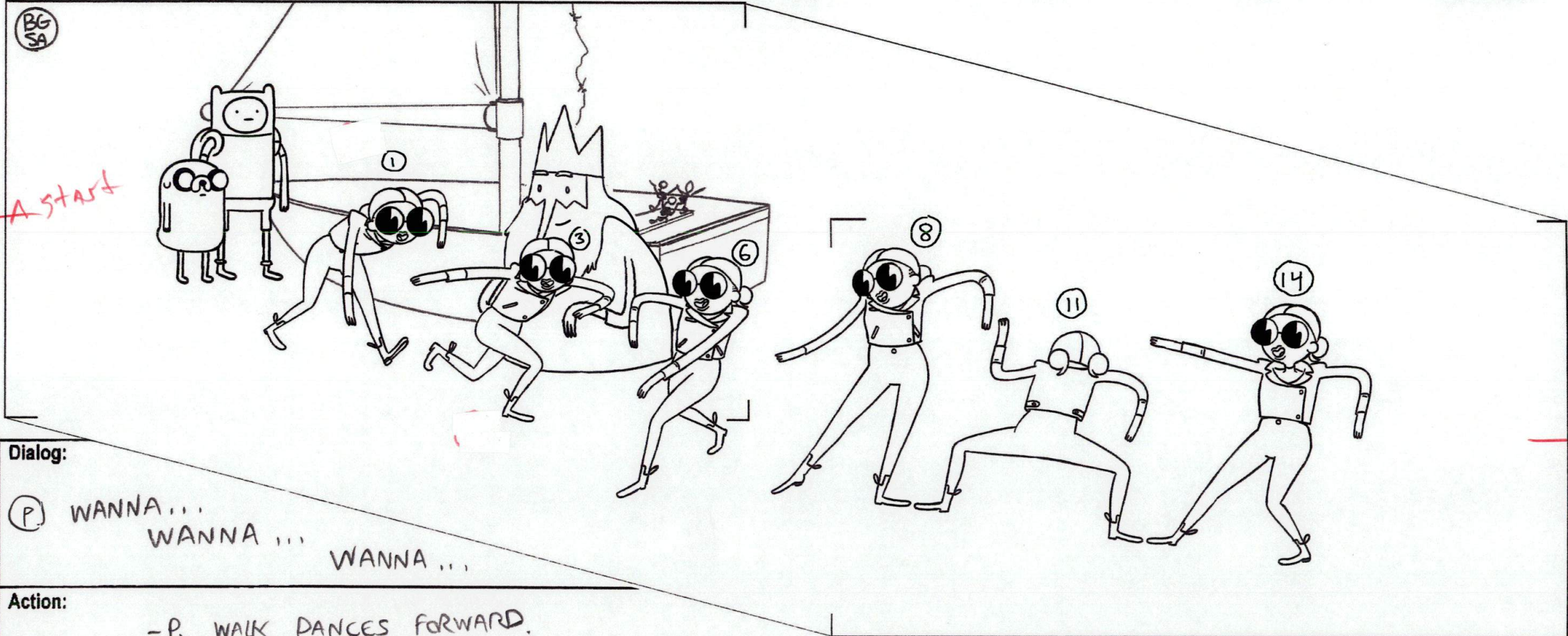
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

(P) WANNA...  
WANNA... WANNA...

Action:

- P. WALK DANCES FORWARD.  
PAN W/ ACTION.  
- IK TRACKS ACTION W/ HEAD & EYES

Timing:

- SEE NEXT PG FOR ADDITIONAL POSES  
- SEE ANIMATIC FOR TIMING

(P) ...BE MY ACOLYTE? DEC 02 2015

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Production :

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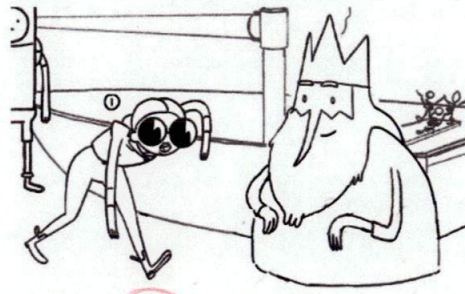
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# ADVENTURE TIME

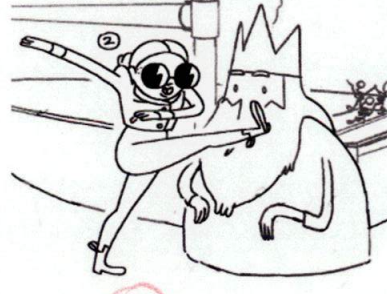


Page 91A  
NEXT  
day night

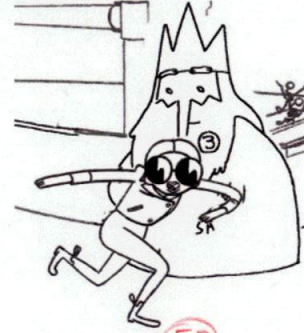
Sc. 50 ADDITIONAL POSES.



F1



F2



F3



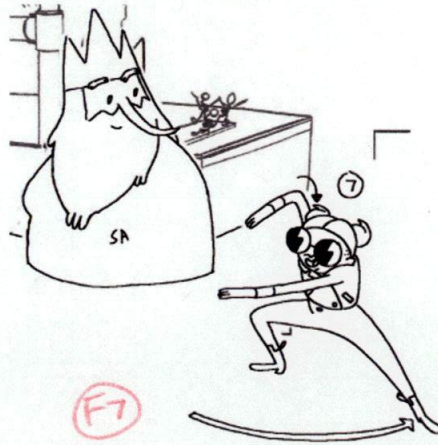
F4



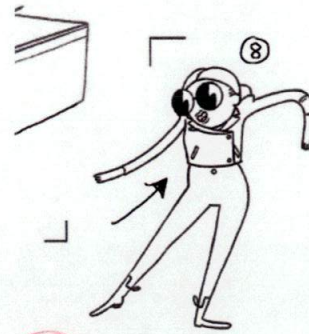
F5



F6



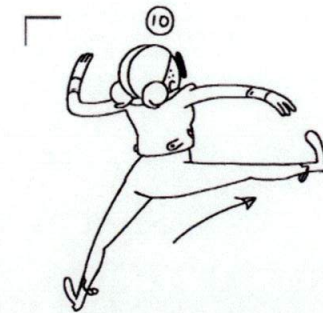
F7



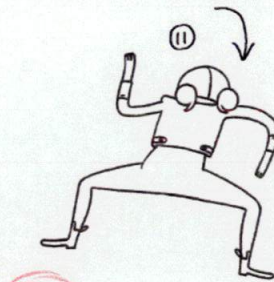
F8



F9



F10



F11



F12



F13



F14

-SEE ANIMATIC  
FOR  
TIMING

DEC 02 2015

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Production :

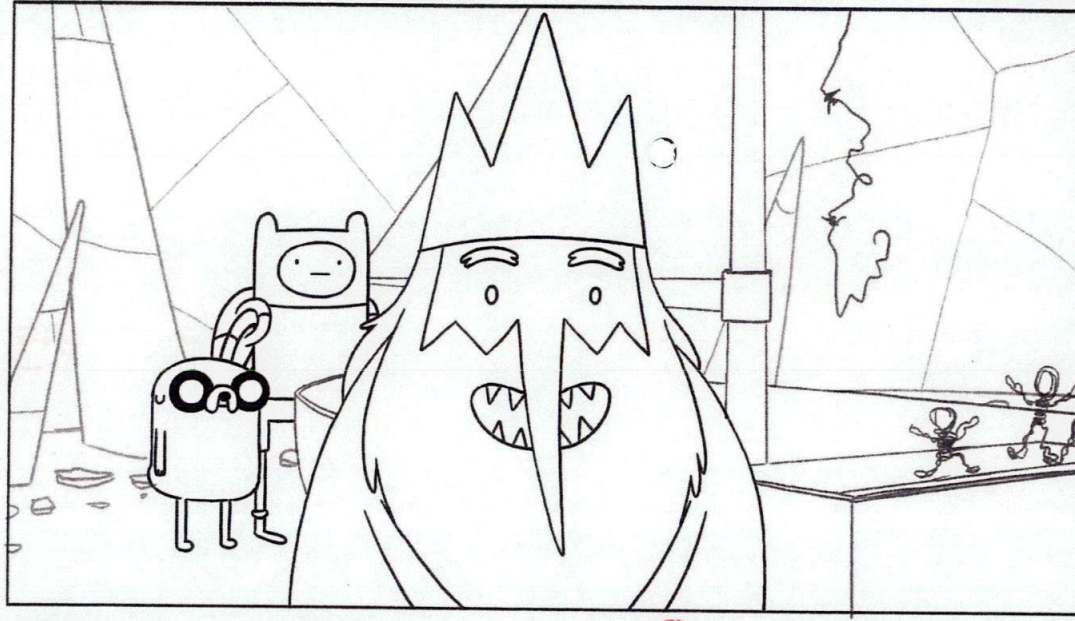
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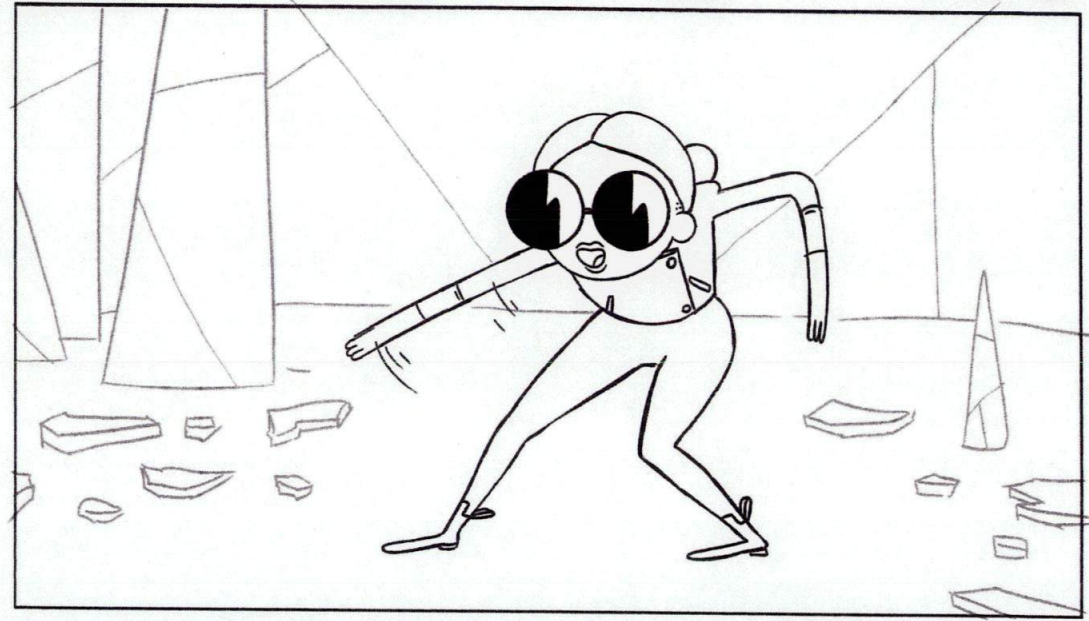
ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog:	(K) SURE! WHAT'S THAT? LIKE A BOYFRIEND?	(P) MORE LIKE AN INTERN
Action:	(A)	(A)
Timing:		

CYCLE (A)/(A)

DEC 02 2015

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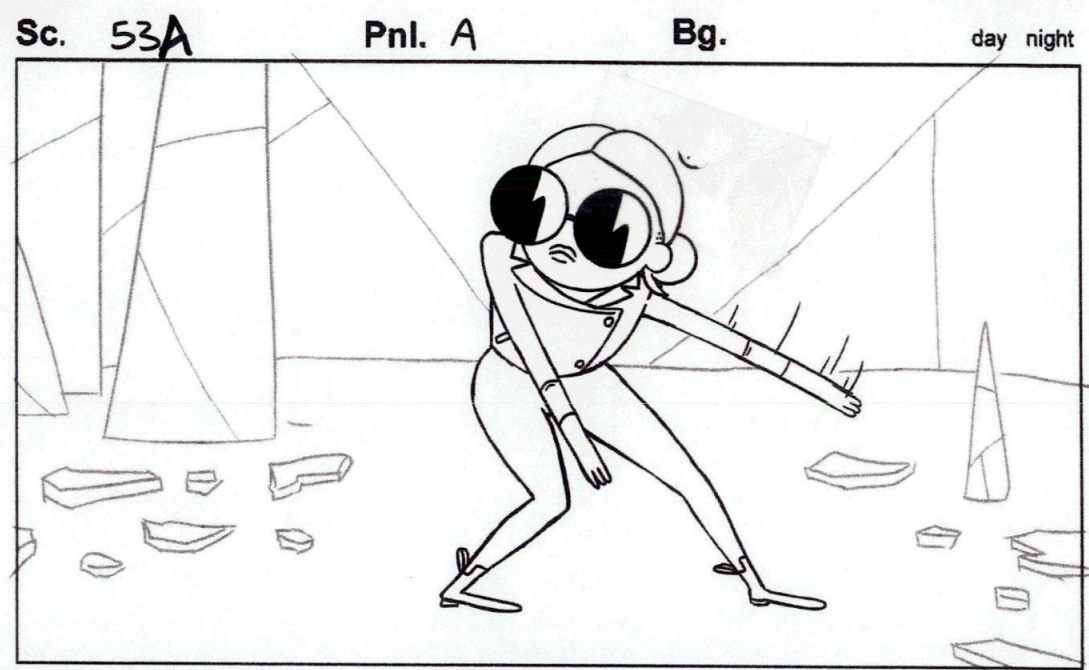
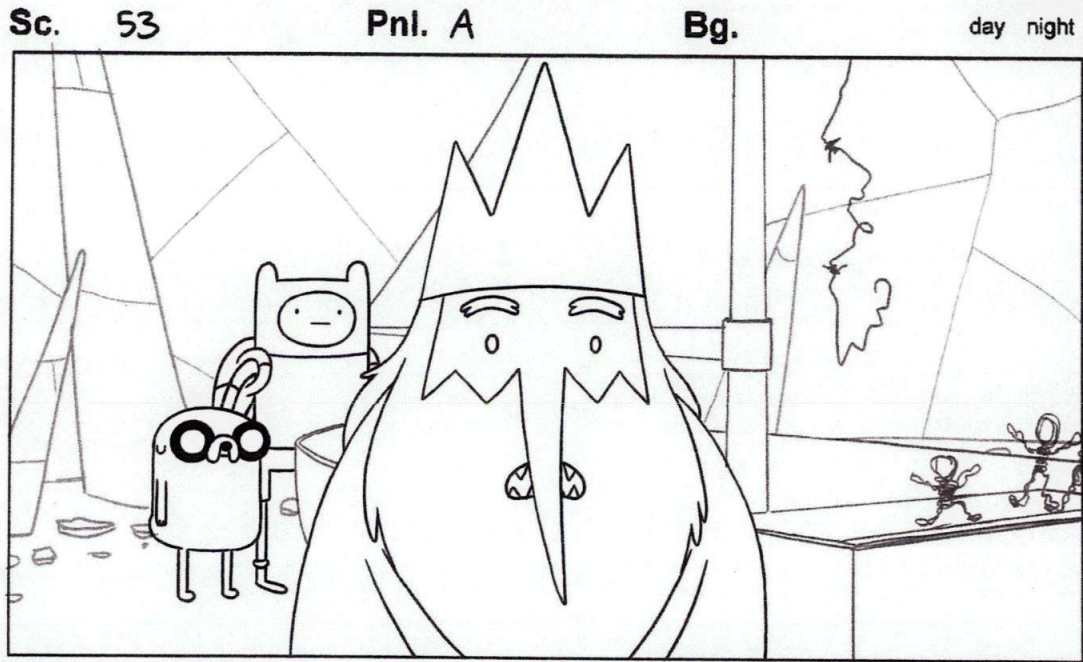
Production :



ADVENTURE TIME



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Dialog:	(IK) OH.
Action:	- IK LOOKS DISAPPOINTED. CYCLE (A) (AT)
Timing:	DEC 02 2015

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Production :

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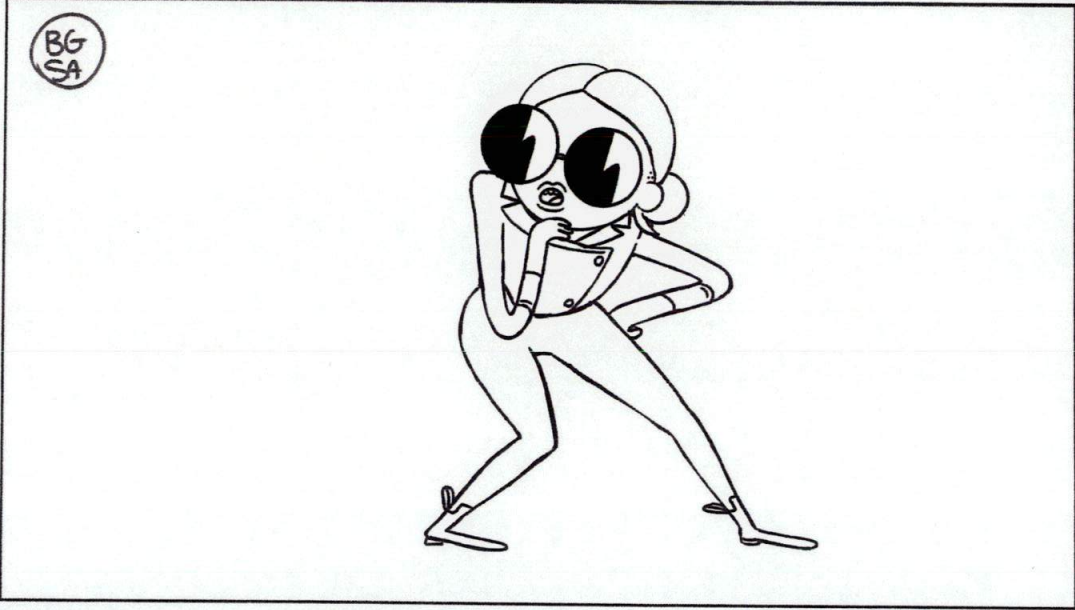


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Sc. 53A cont Pnl. B

Bg.

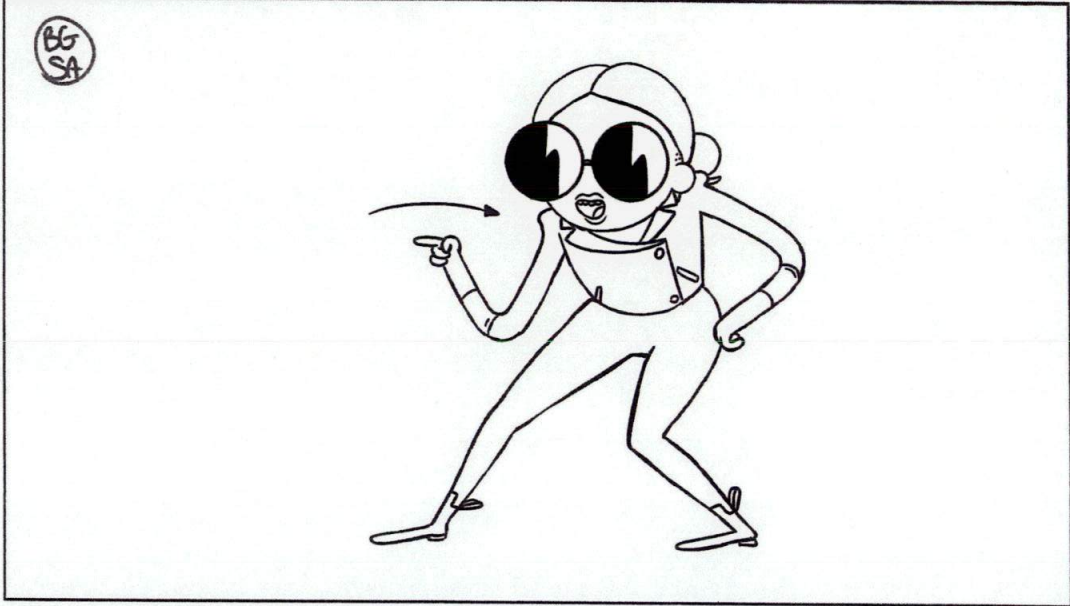
day night



Sc. 53A cont Pnl. C

Bg.

day night



Dialog:

Ⓟ UH...

Ⓟ NO, YOU'RE RIGHT, IT IS MORE LIKE A BOYFRIEND!

Action:

Timing:

DEC 02 2015

Production :

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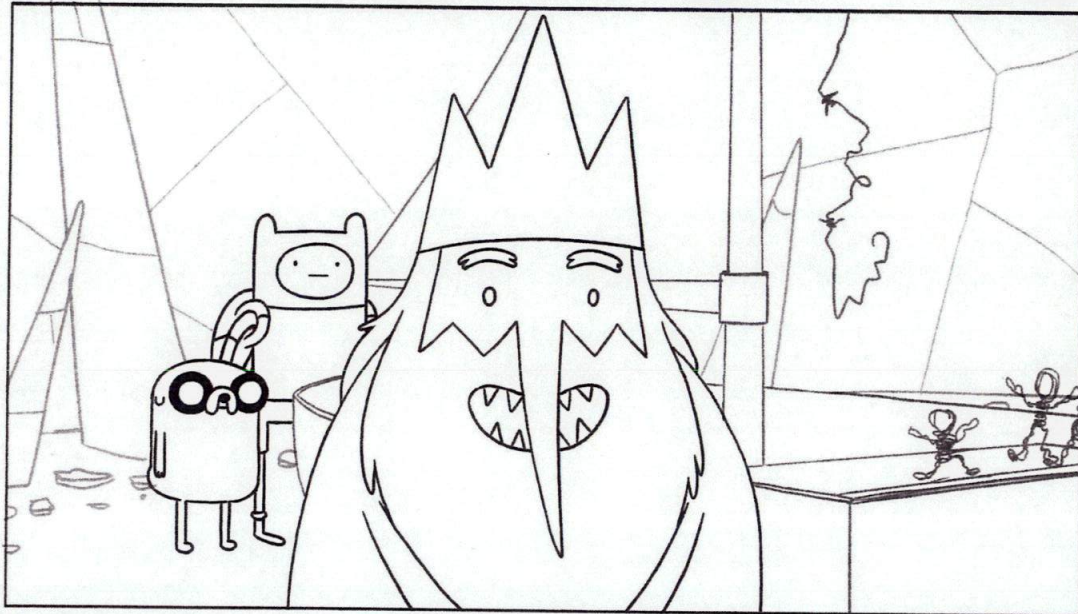


# ADVENTURE TIME

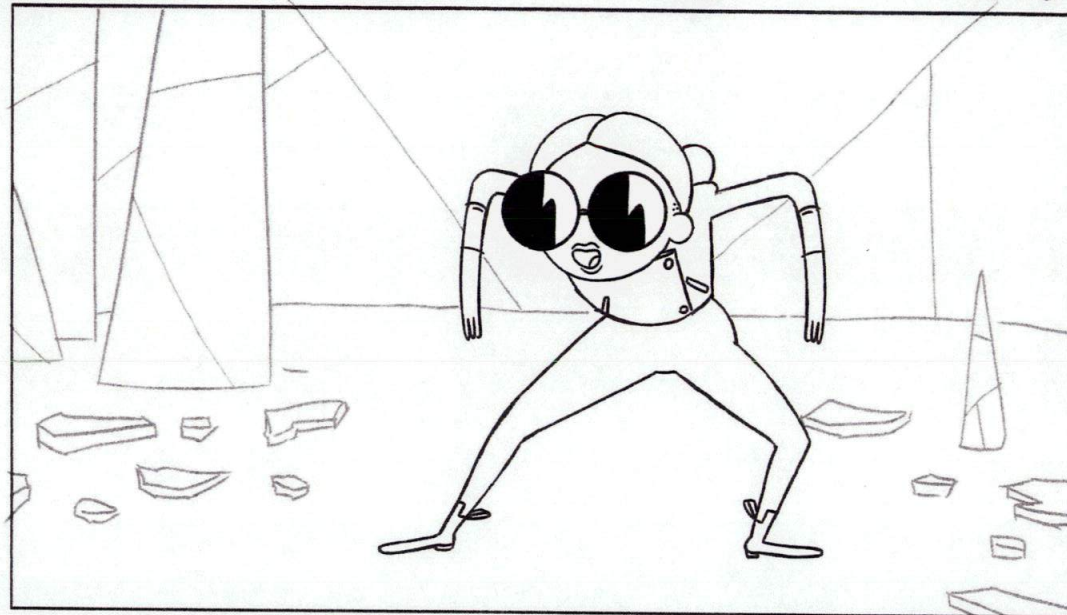


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Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:

Ⓚ COOL!

Ⓟ HA HA

Action:

DEC 02 2015

Timing:

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Production :

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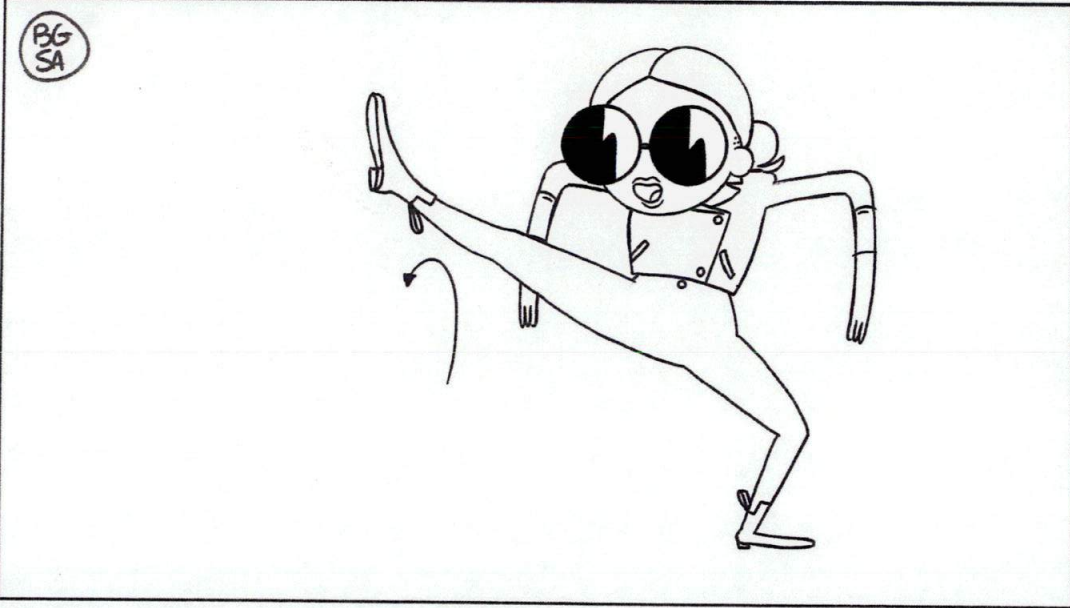


ADVENTURE TIME

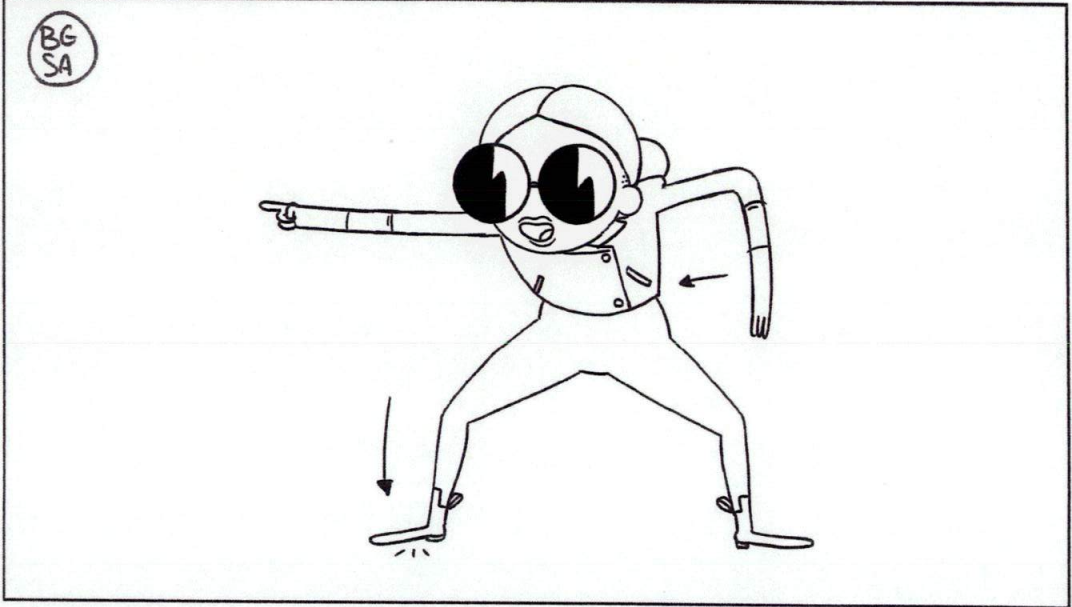


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Sc. 55 *cont* Pnl. B Bg. day night



Sc. 55 *cont* Pnl. C Bg. day night



Dialog:

Ⓟ YOU'RE

Ⓟ COOL !

Action:

Timing:

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Production :

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# ADVENTURE TIME

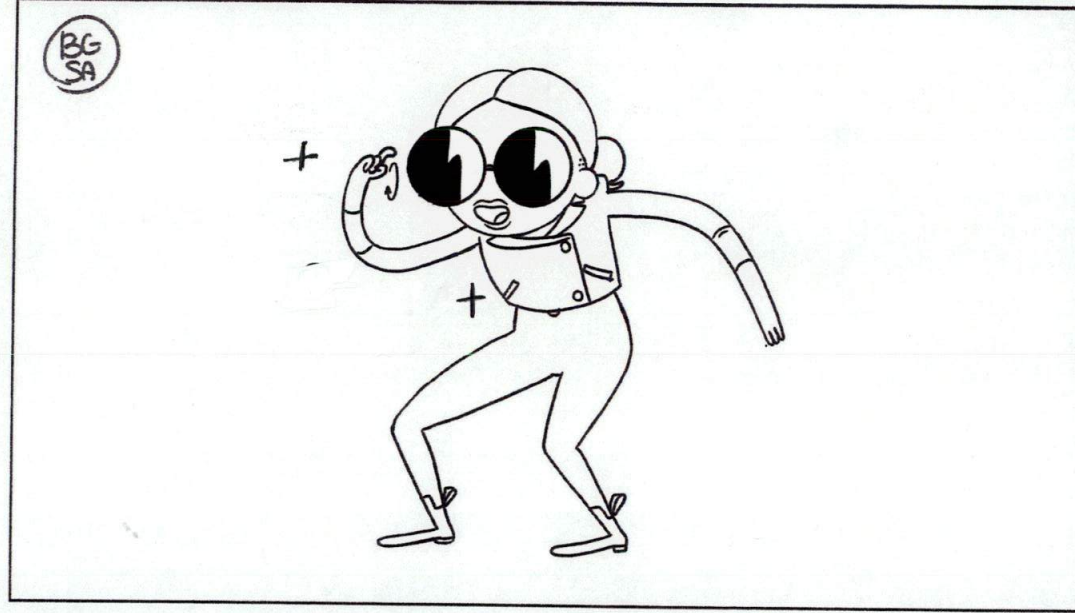


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Sc. 55 *cont* Pnl. D

Bg.

day night



Sc. 55 *cont* Pnl. E

Bg.

day night



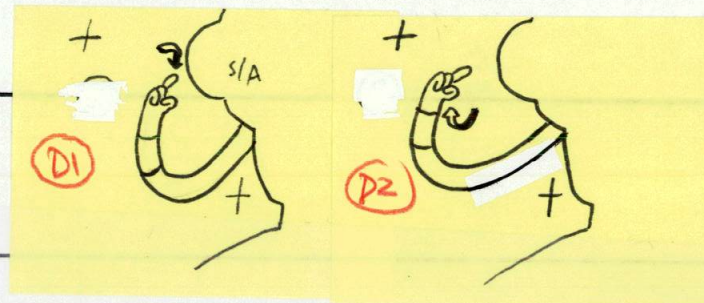
Dialog:

(P) DIALED IN, YOU KNOW?

Action:

(D) (D1) (D2) (D)

Timing:



(WEIRD DANCING)

E E E E E E E E

DEC 02 2015



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Production :

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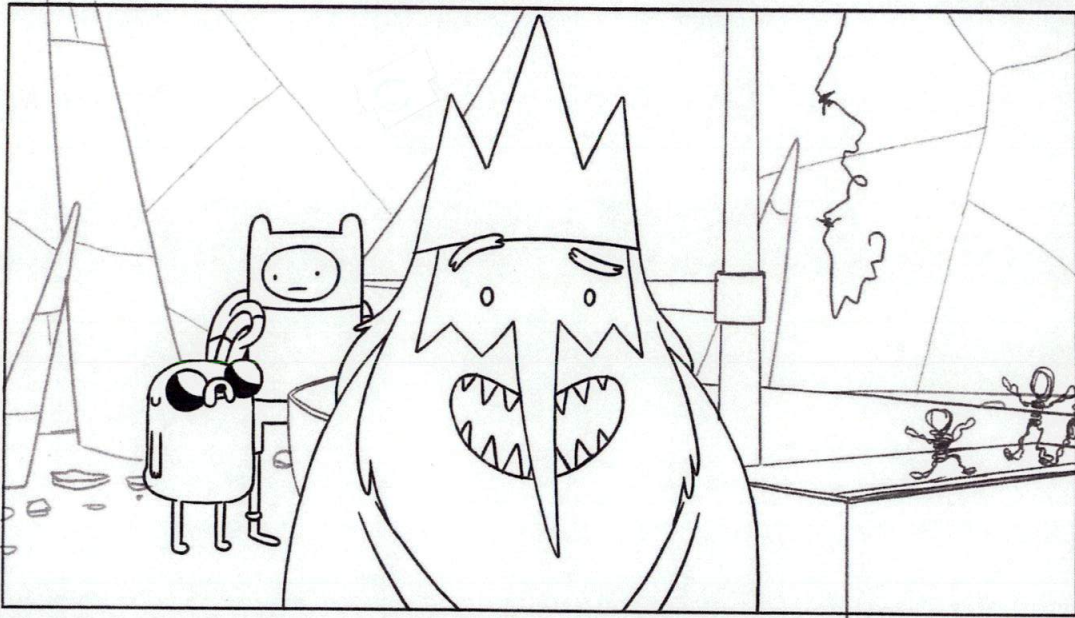


ADVENTURE TIME

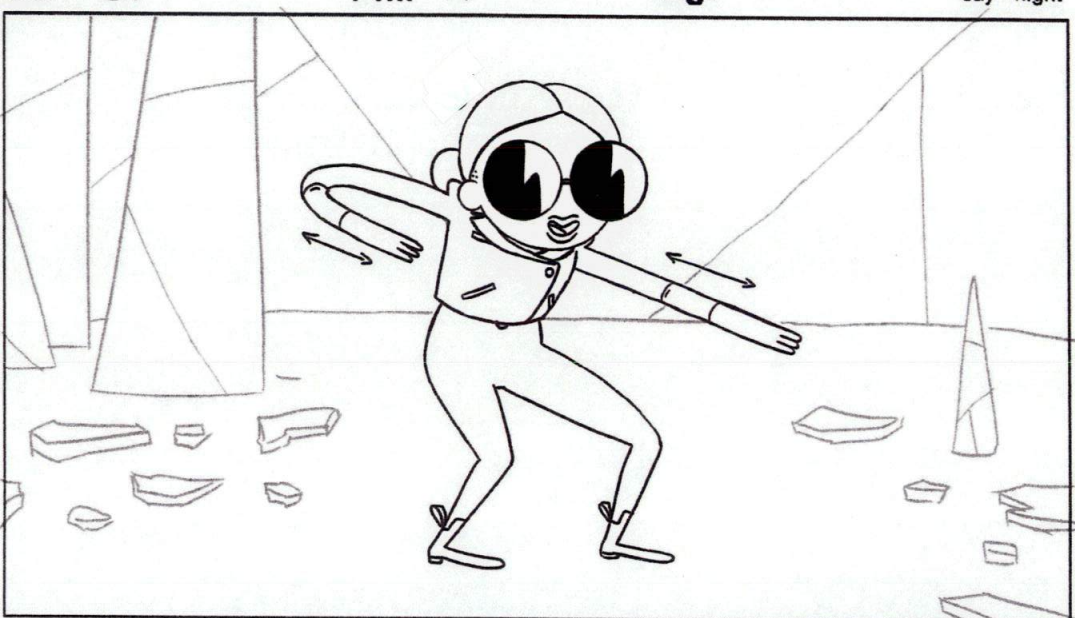


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Sc. 56 Pnl. A Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(IK) HAHA uh wha?

(P) YEAH... UH...

Action:

(SP)

(AI)

(DANCING)

A, AI, A, AI, A, AI,

Timing:

DEC 02 2010



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Sc. 57 cont Pnl. B

A black and white line drawing of a character in a dynamic pose. The character is wearing a hooded jacket, large round sunglasses, and a headband with a small arrow. They are in a crouched, forward-leaning position with one arm extended forward and the other bent. The ground is littered with various pieces of debris, and the background features stylized, angular shapes representing trees or structures.

Sc. 57 cont Pnl. C

A black and white line drawing of a woman in a dynamic pose, wearing large sunglasses and a jacket, with a circled '1' next to her head. She is surrounded by geometric shapes on the ground.

① HEY!

- P. BOUNDS.

②

0.

DEC 02 2015

**Timing:**

**Production :**

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# ADVENTURE TIME



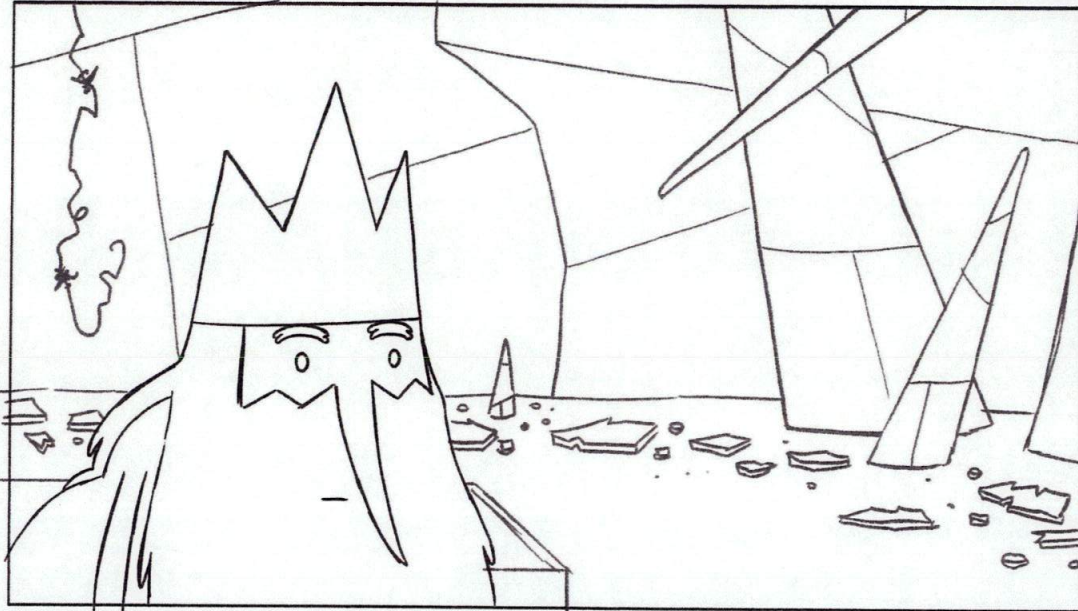
Page 100

Sc. 58

Pnl. A

Bg.

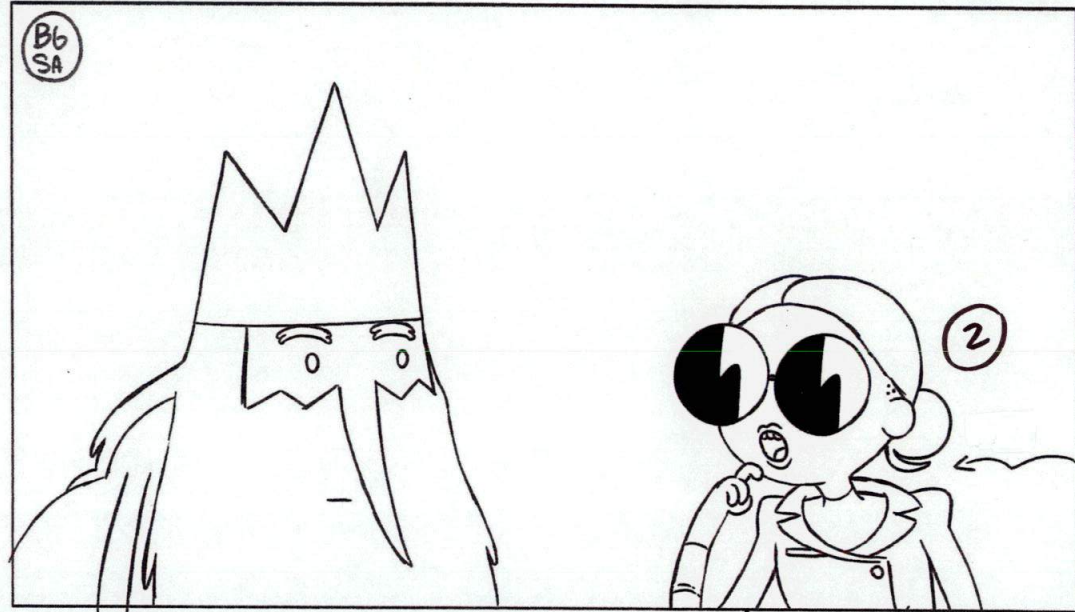
day night



Sc. 58 *cont* Pnl. B

Bg.

day night



Dialog:

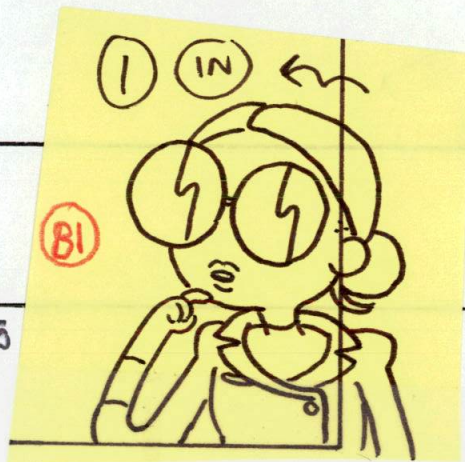
(P) THIS MIGHT BE A WEIRD QUESTION...

Action:

-P. WALKS ON/S.

Timing:

DEC 02 2015



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Production :

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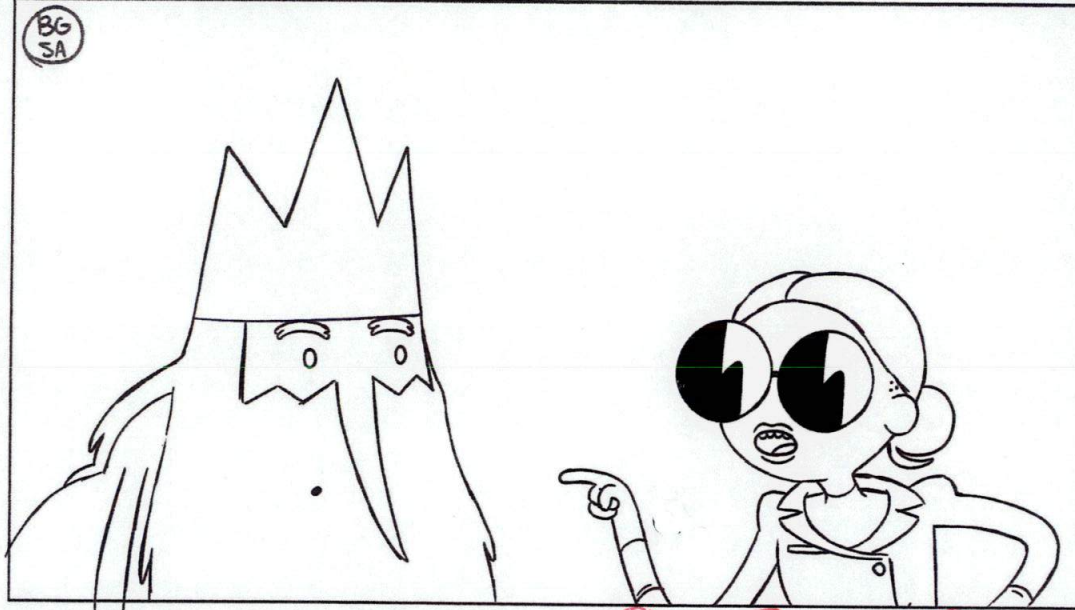


# ADVENTURE TIME

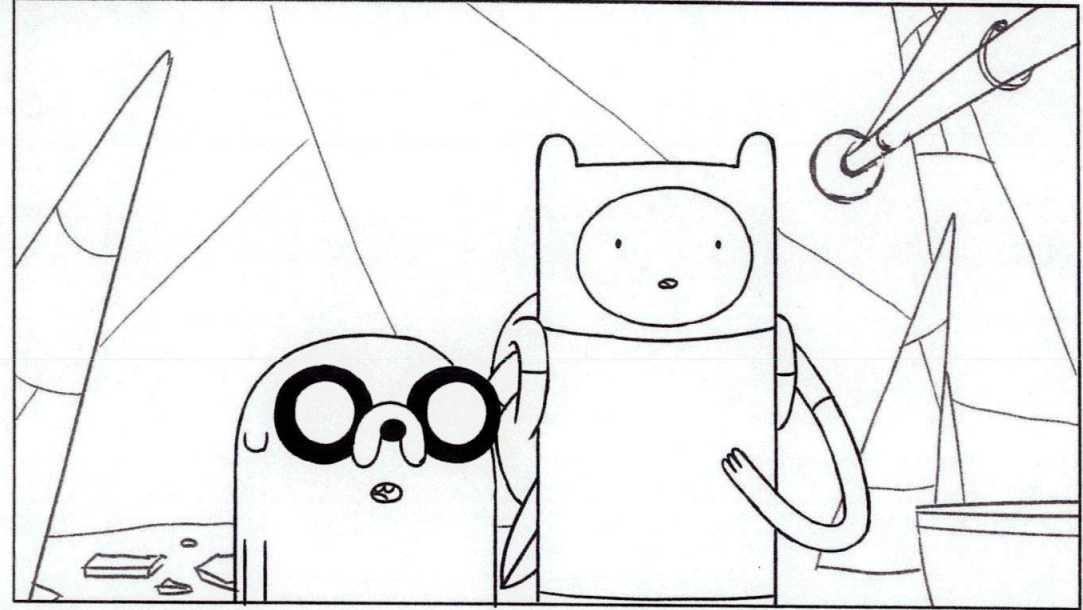


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Sc. 58 *cont* Pnl. C Bg. day night



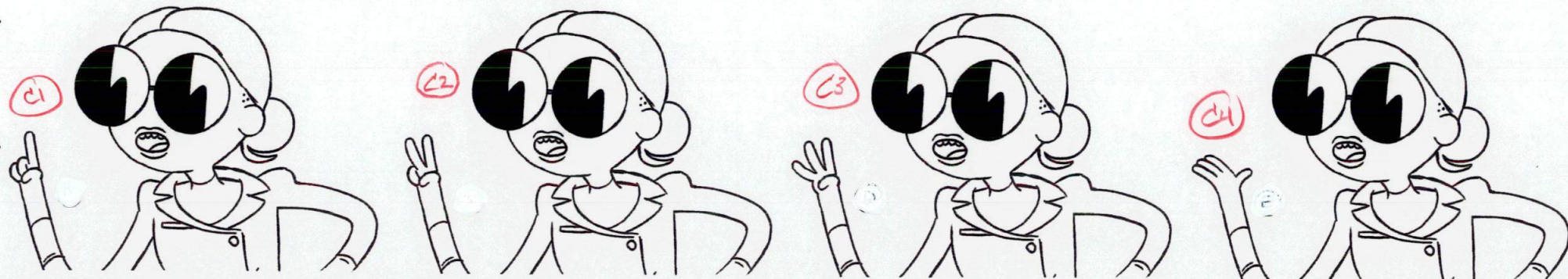
Sc. 59 Pnl. A Bg. day night



Dialog: (1K) ... BUT DO YOU KNOW WHERE THE SLIME, CANDY, AND FIRE DUDES ARE?

Action:

Timing:



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Production :

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# ADVENTURE TIME

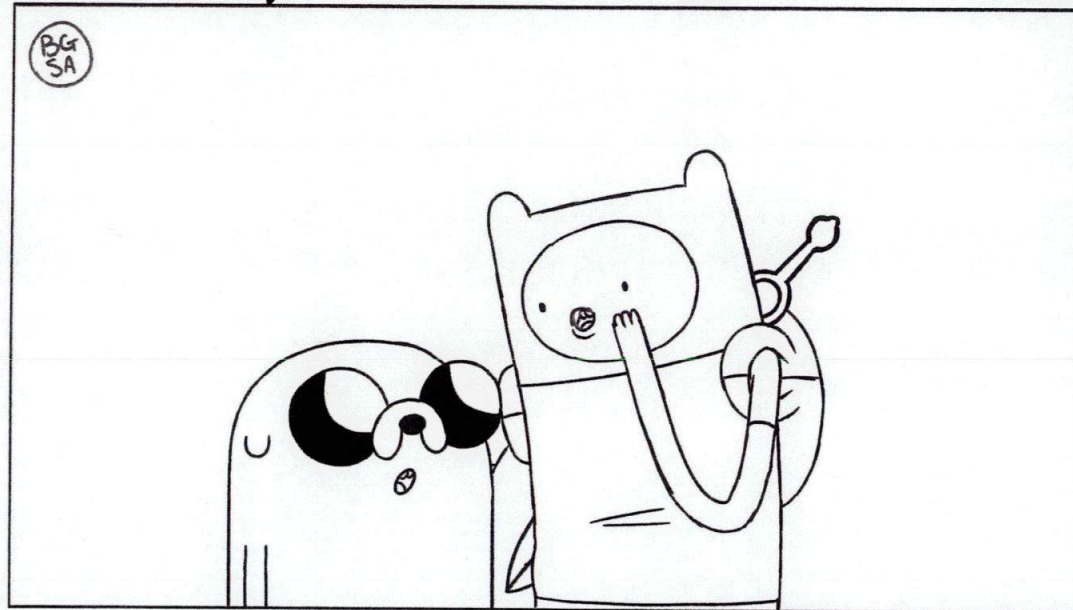


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Sc. 59 *CONT* Pnl. B

Bg.

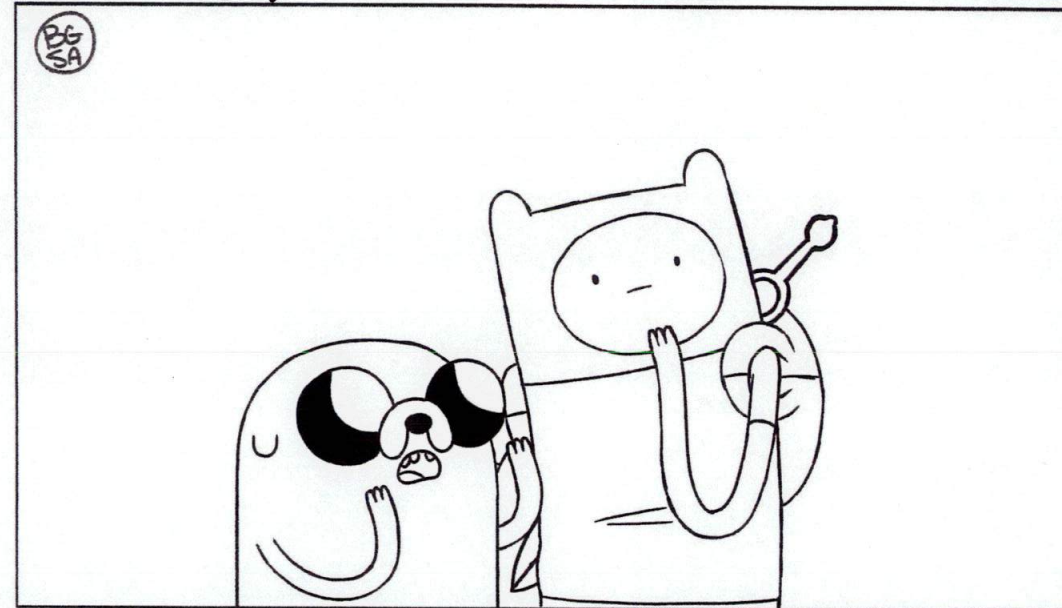
day night



Sc. 59 *CONT* Pnl. C

Bg.

day night



Dialog:

ⓔ (WHISPER) SHE'S TALKING ABOUT THE PRINCESSES...

ⓙ (WHISPER) I'M STARTING TO GET A WEIRD FEELING...

Action:

DEC 02 2015

Timing:

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Production :

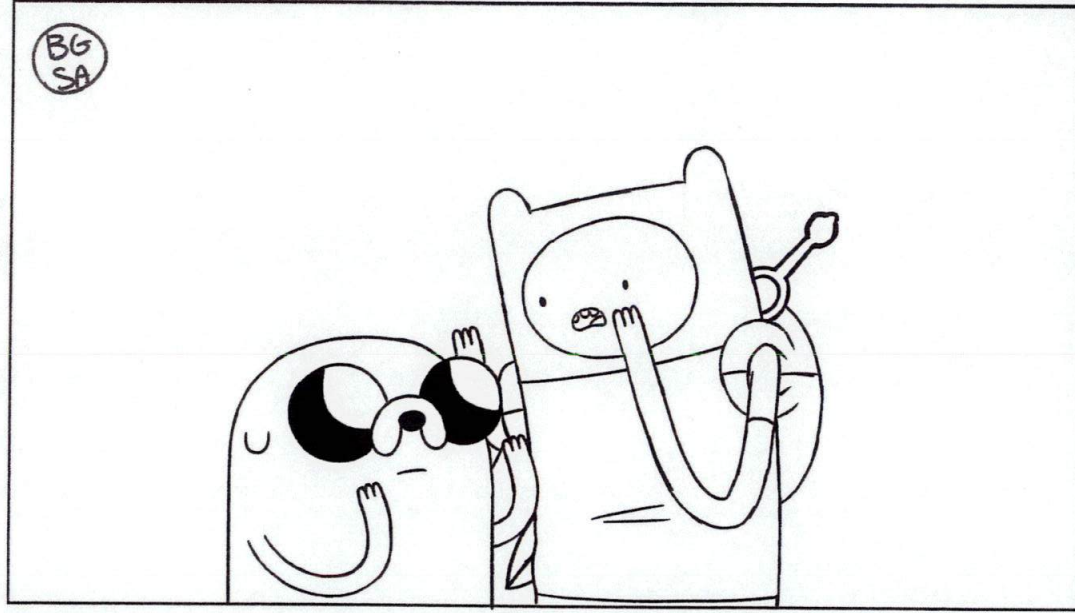
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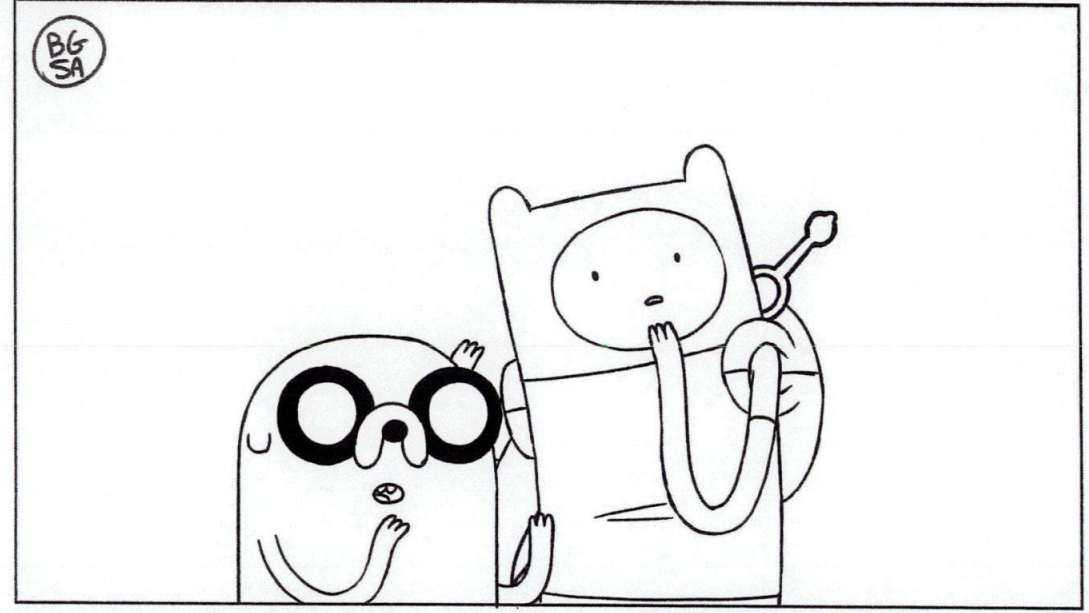
ADVENTURE TIME



Sc. 59 *cont* Pnl. D Bg. day night



Sc. 59 *cont* Pnl. E Bg. day night



Dialog:	(F) (WHISPER) Yea, LET'S NOT TELL HER —	(IK) (O.S.) OHHH! YOU MUST MEAN...
Action:		
Timing:		

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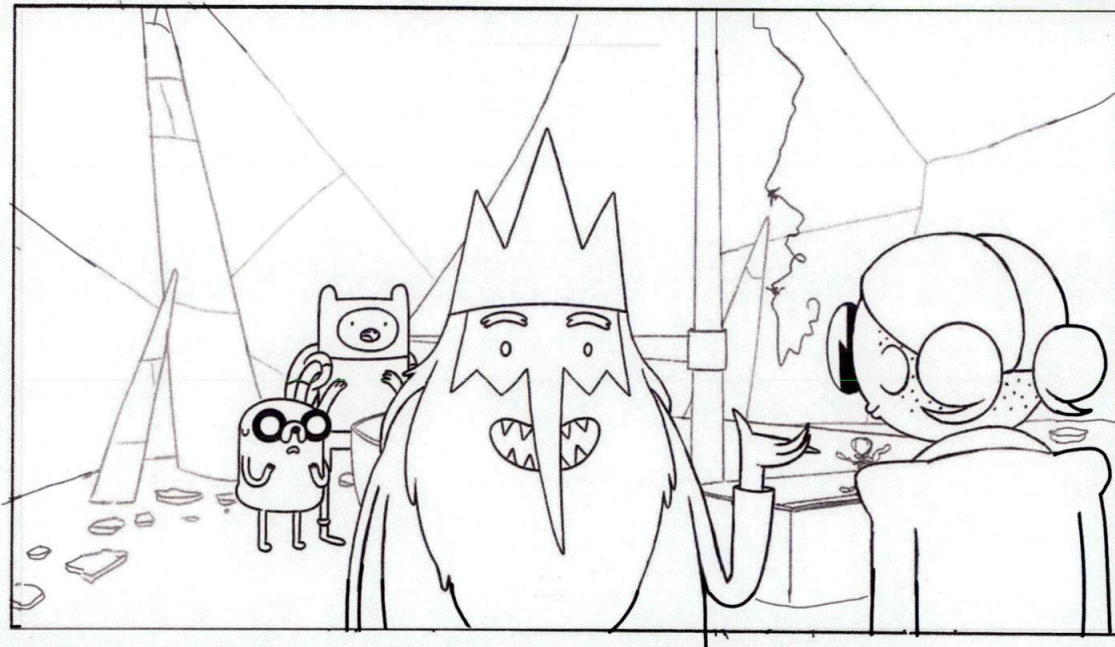
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Sc. 60

Pnl. A

Bg.

day night

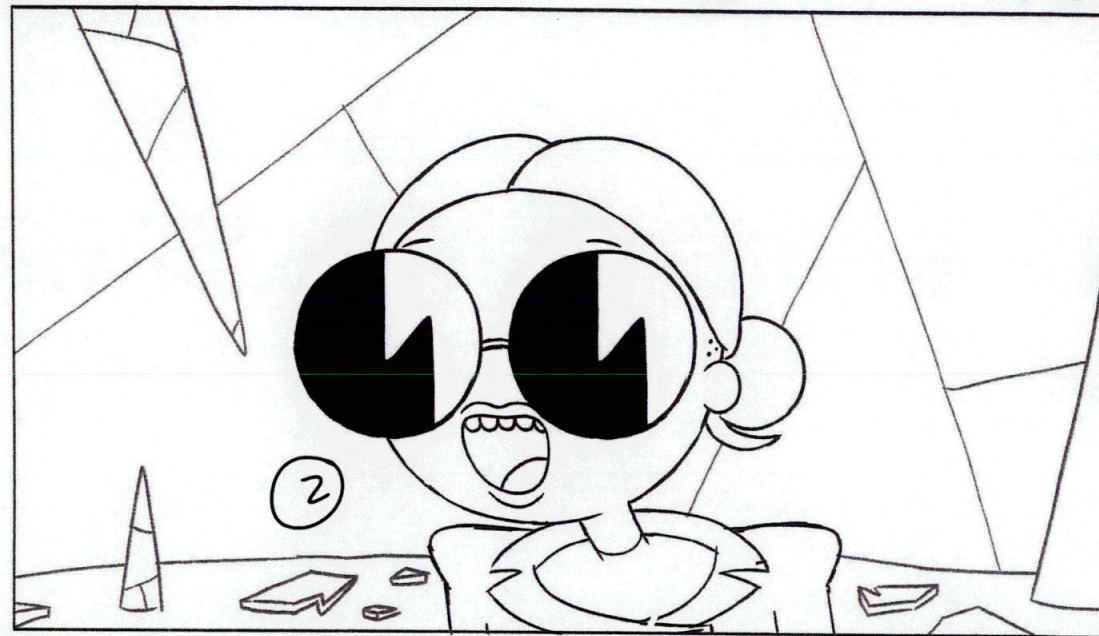


Sc. 61

Pnl. A

Bg.

day night

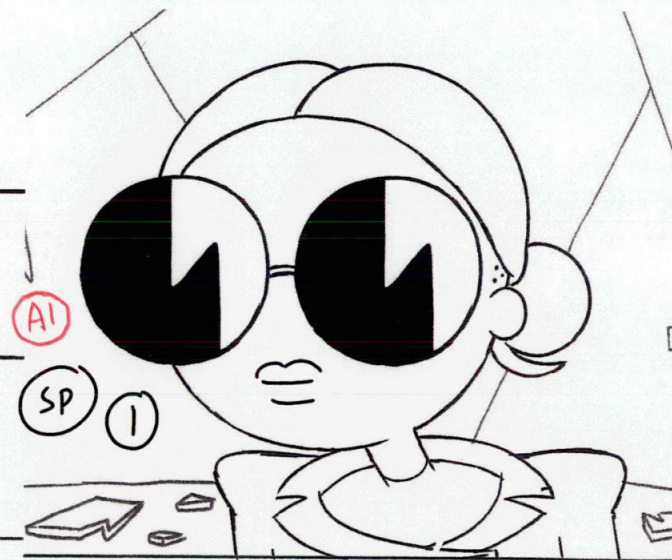


Dialog:

(IK) ... SLIME PRINCESS, PRINCESS BUBBLEGUM,  
AND FLAME PRINCESS!

Action:

Timing:



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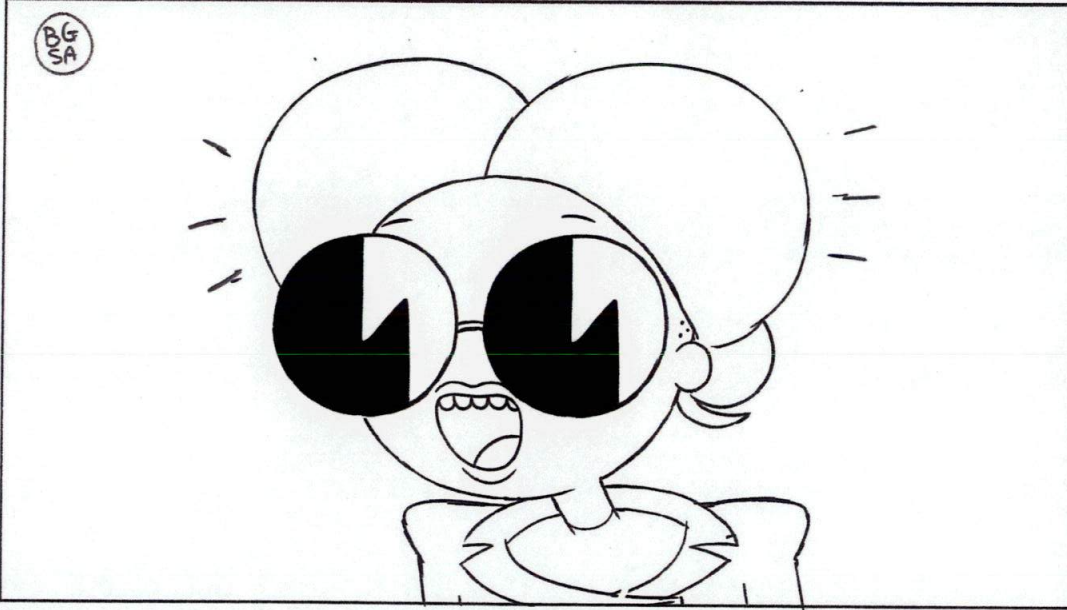


ADVENTURE TIME

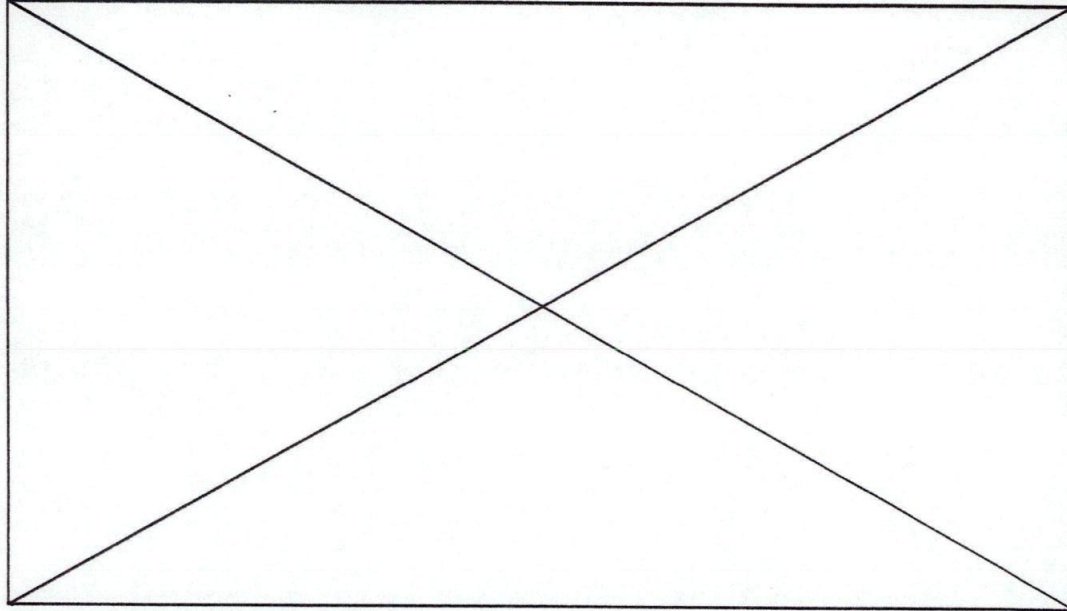


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Sc. 61 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(SFX) FOOMP! (P) PRINCESSES?
Action:	(HAIR PUFFS OUT IN EXCITEMENT)
Timing:	DEC 02 2015

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# ADVENTURE TIME



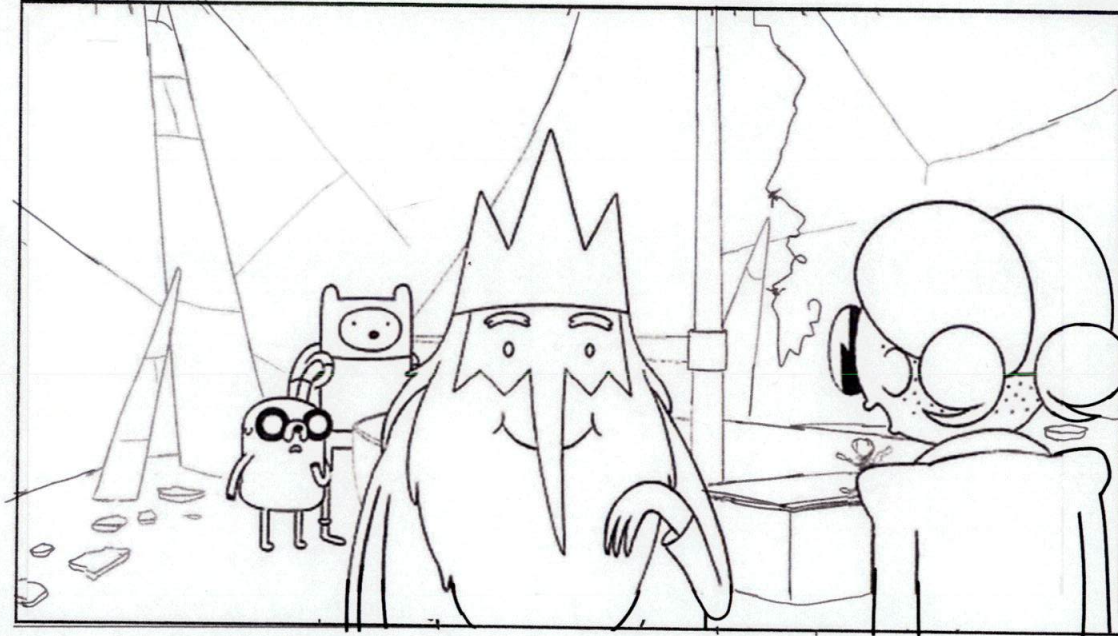
Page 106

Sc. 62

Pnl. A

Bg.

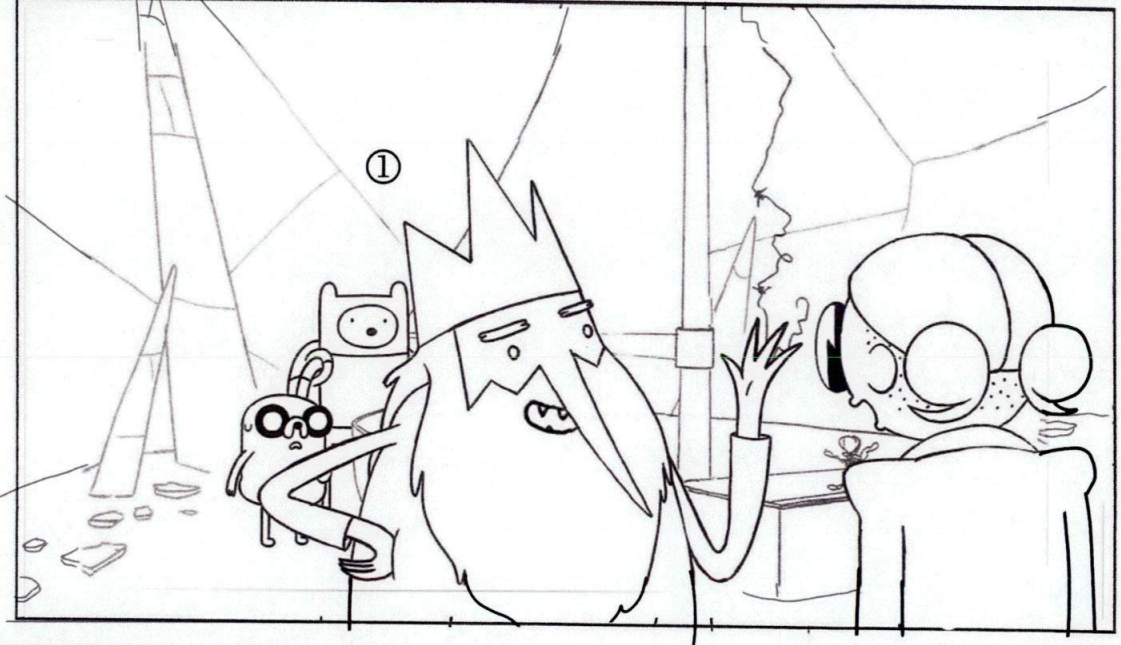
day night



Sc. 62 *cont* Pnl. B

Bg.

day night

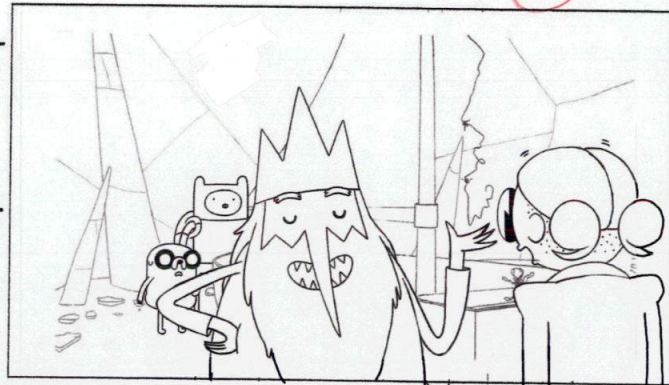


Dialog:

(IK) YEAH I KNOW 'EM... WERE LIKE THIS...

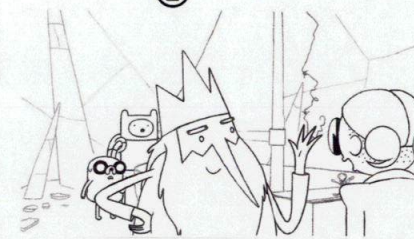
Action:

Timing:



(2) (I.K. GOES TO CROSS FINGERS)

DEC 02 2015



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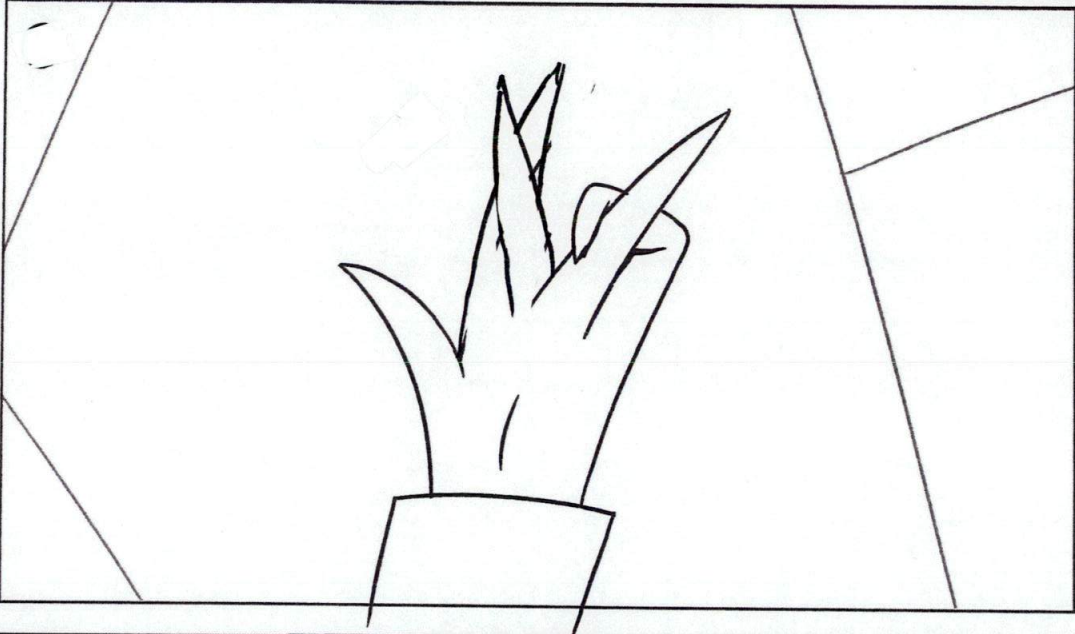


ADVENTURE TIME

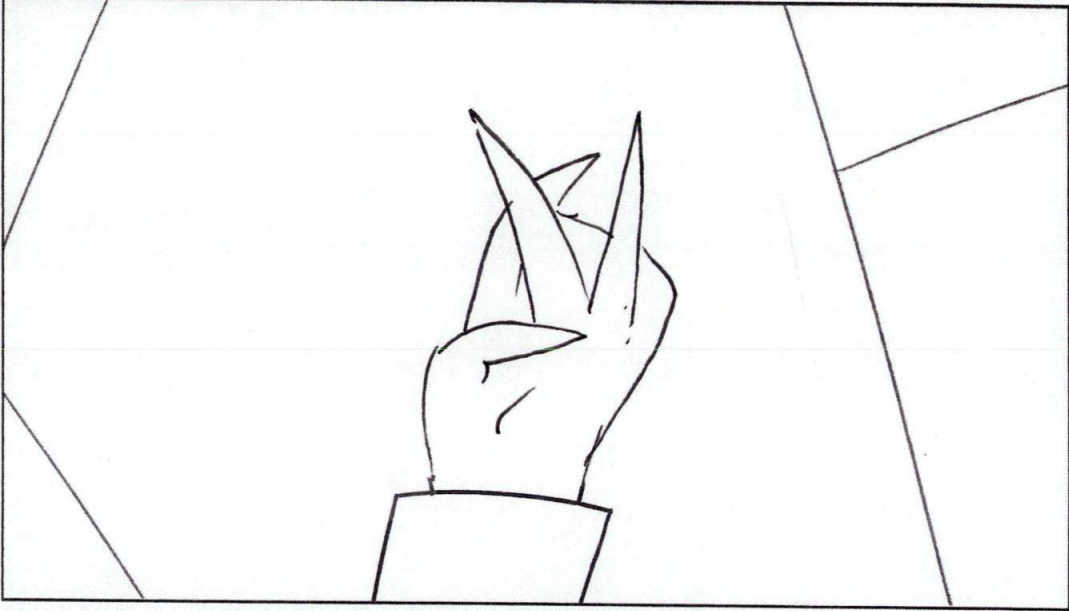


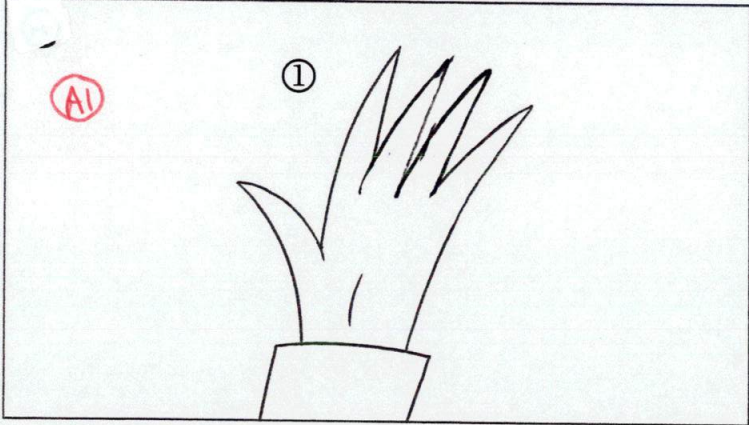
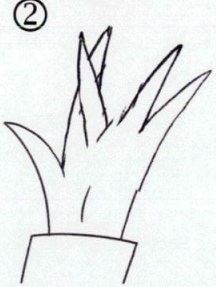
Page 107

Sc. 63 Pnl. A Bg. day night



Sc. 63 CONT Pnl. B Bg. day night



Dialog:	①K HUNNN... (0/5)	
Action:	① 	② 
Timing:	- 1K ATTEMPTS TO AWKWARDLY CROSS ALL HIS FINGERS. DEC 02 2015	

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1034/242

Production :



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# ADVENTURE TIME



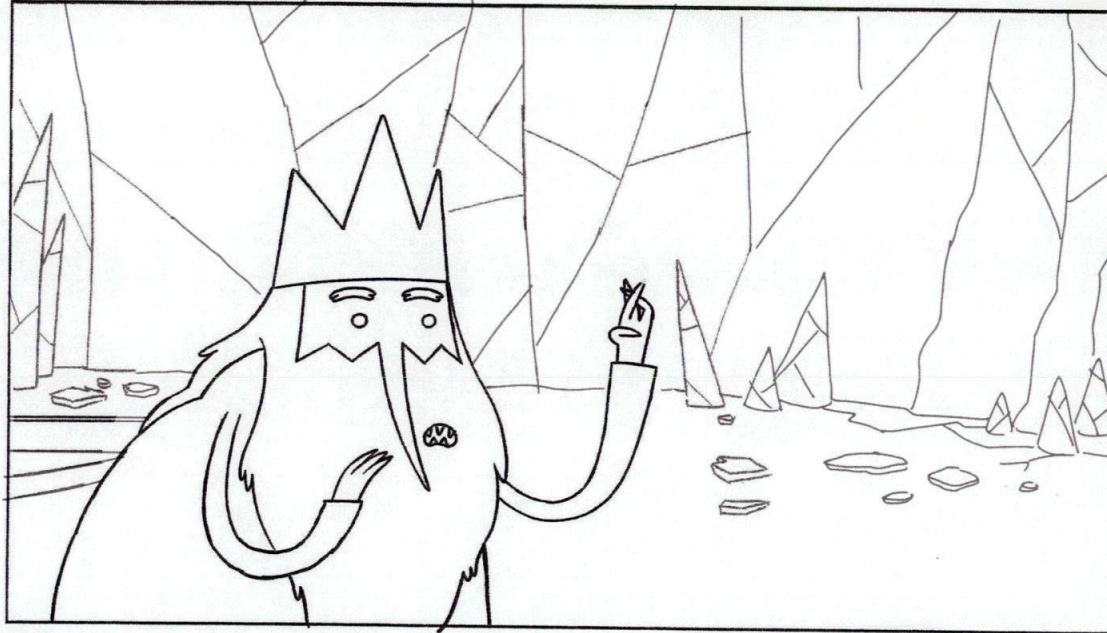
Page 108

Sc. 64

Pnl. A

Bg.

day night

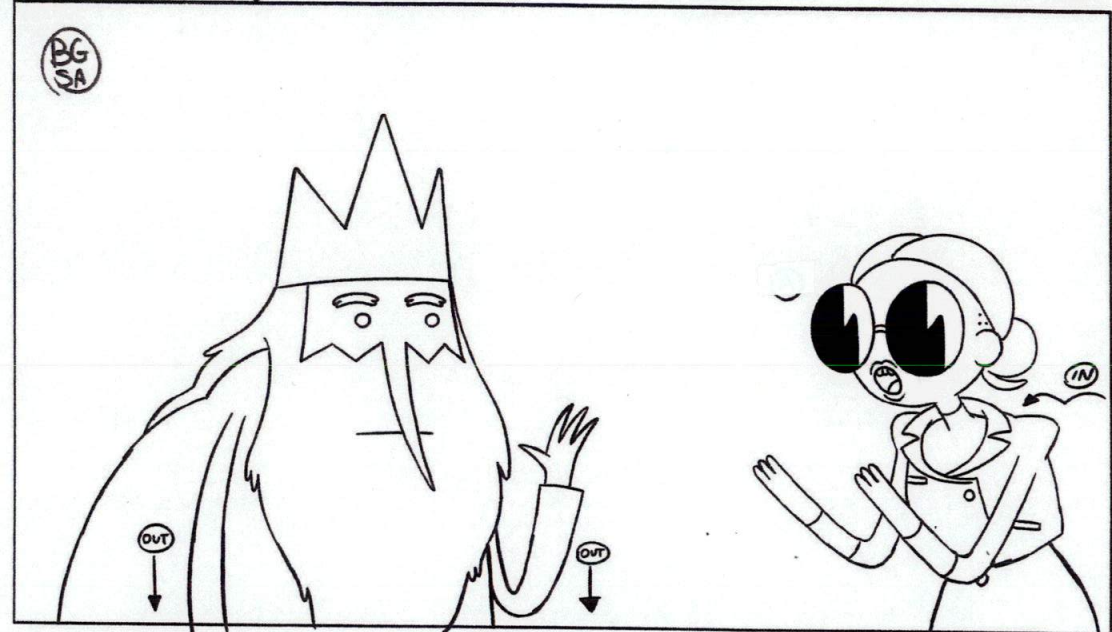


Sc. 64 *cont*

Pnl. B

Bg.

day night



Dialog:

(K) OH... UH...

(P) THAT IS SO FUN. <sup>(E1)</sup> OKAY NOW, THIS NEXT REQUEST MAY SOUND SUPER SKETCH ...

Action:

- P. ENTERS SCREEN.

Timing:

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Production :

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# ADVENTURE TIME

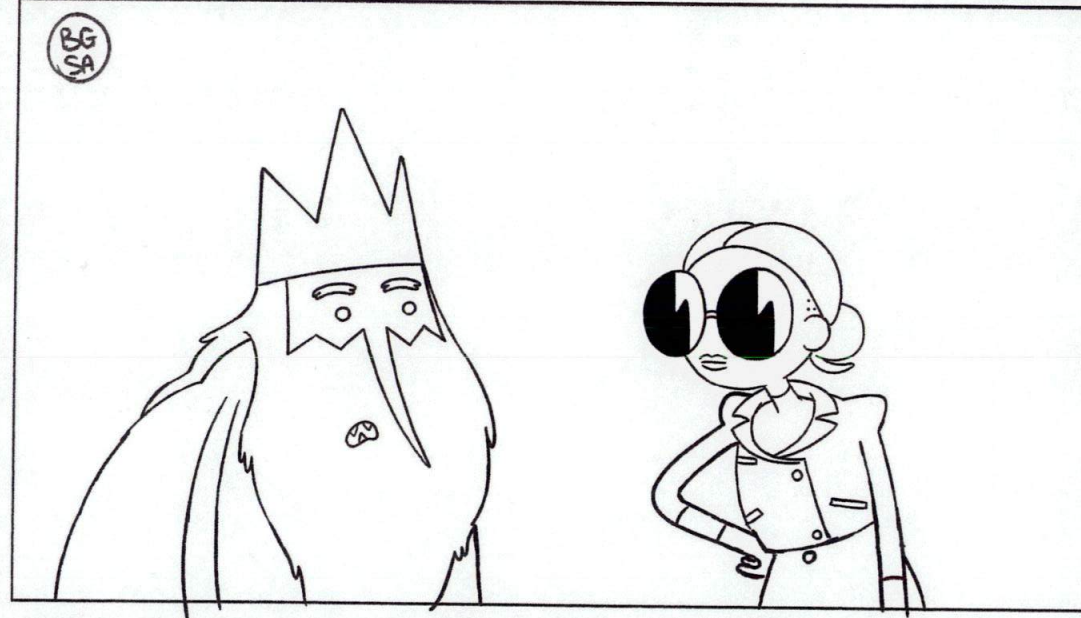


Page 109

Sc. *64 CONT* Pnl. *C*

Bg.

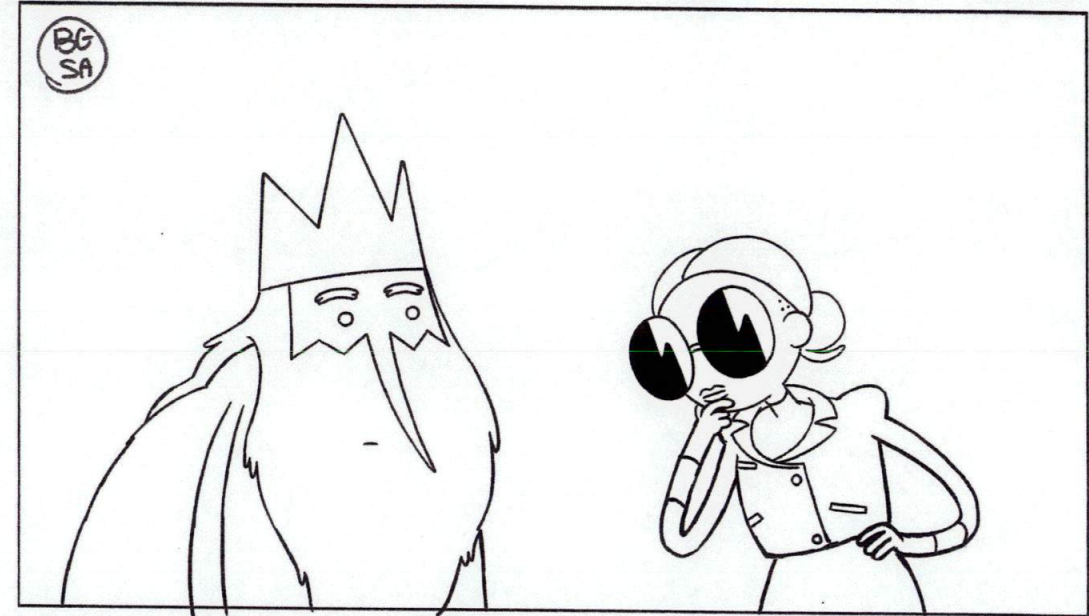
day night



Sc. *64 CONT* Pnl. *D*

Bg.

day night



Dialog:

(IK) OKAY...

Action:

(PATIENCE THINKS)

Timing:

DEC 02 2015

Production :

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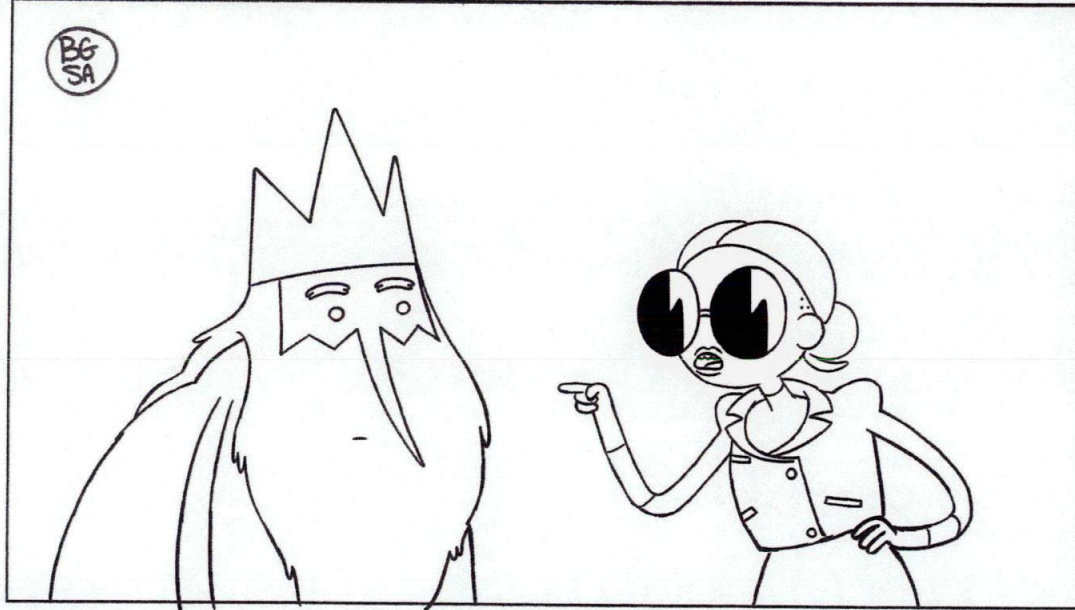


ADVENTURE TIME



Page 110

Sc. 64 *CONT* Pnl. E Bg. day night

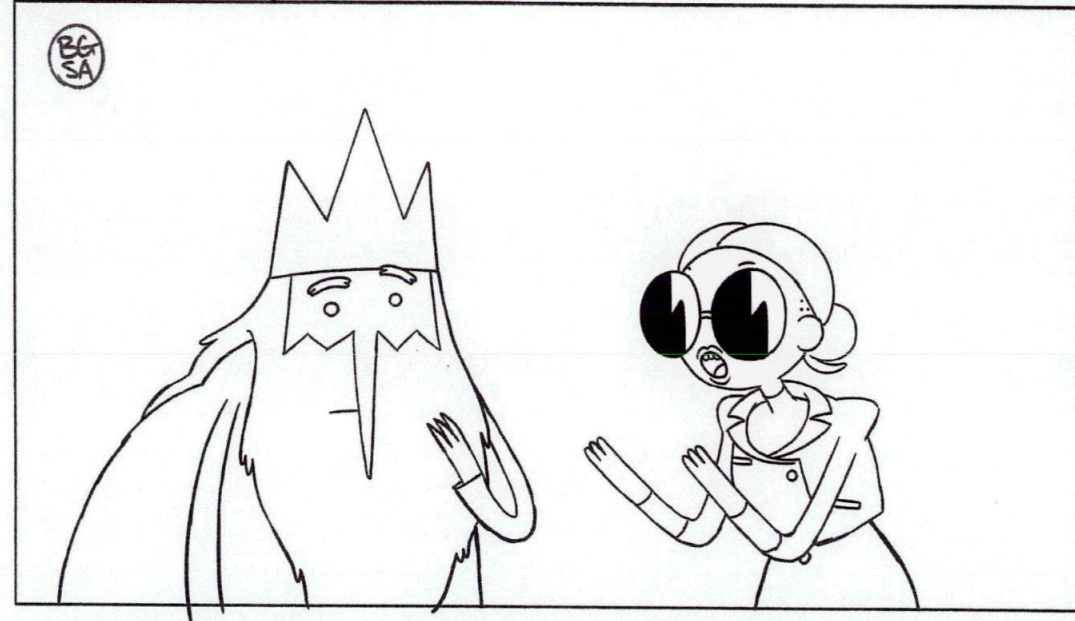


Dialog: (P) I NEED YOU TO ROUND THEM UP AND BRING EM BACK HERE

Action:

Timing:

Sc. 64 *CONT* Pnl. F Bg. day night



(P) LIKE EVEN IF THEY DON'T WANNA COME. YOU THINK YOU COULD DO THAT?

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ADVENTURE TIME

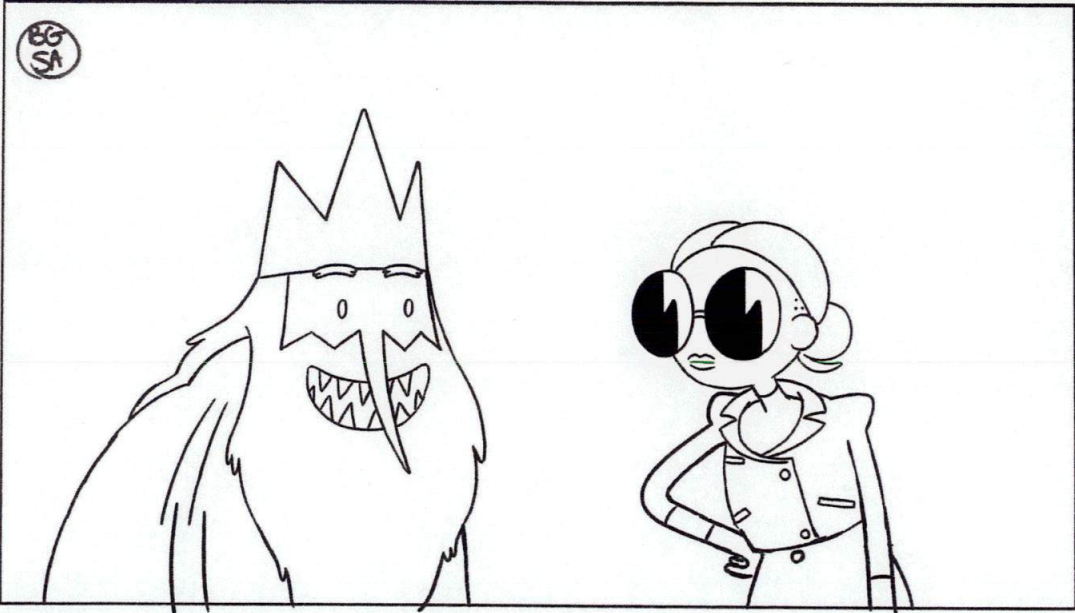


Page III

Sc. *64 cont* Pnl. *G*

Bg.

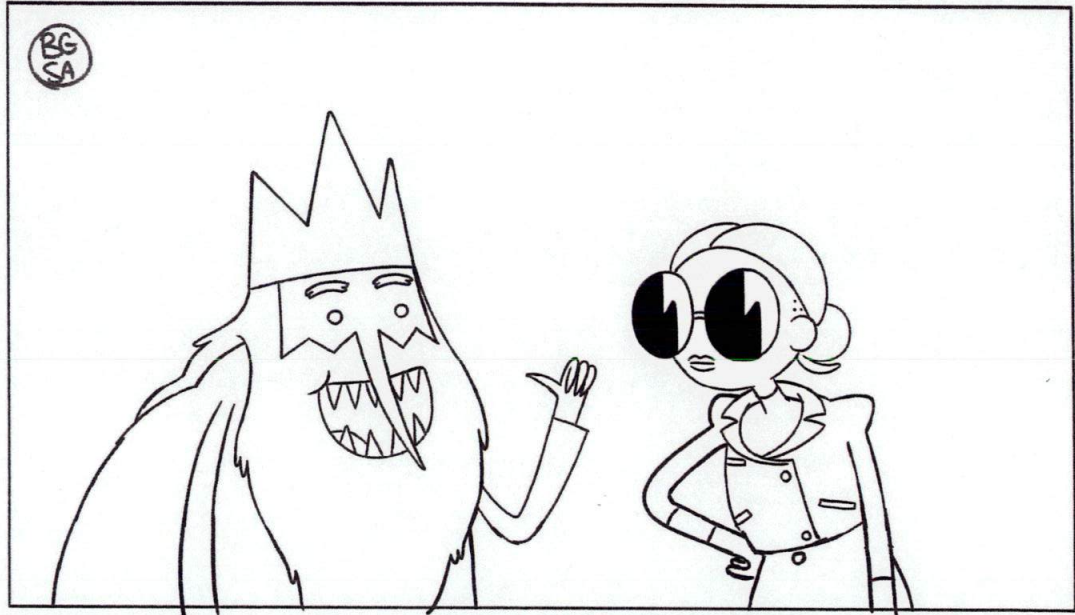
day night



Sc. *64 cont* Pnl. *H*

Bg.

day night



Dialog:

Ⓚ ARE YOU KIDDING?

Ⓚ THAT'S IN MY WHEEL HOUSE!

Action:

DEC 02 2015

Timing:

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Production :

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# ADVENTURE TIME

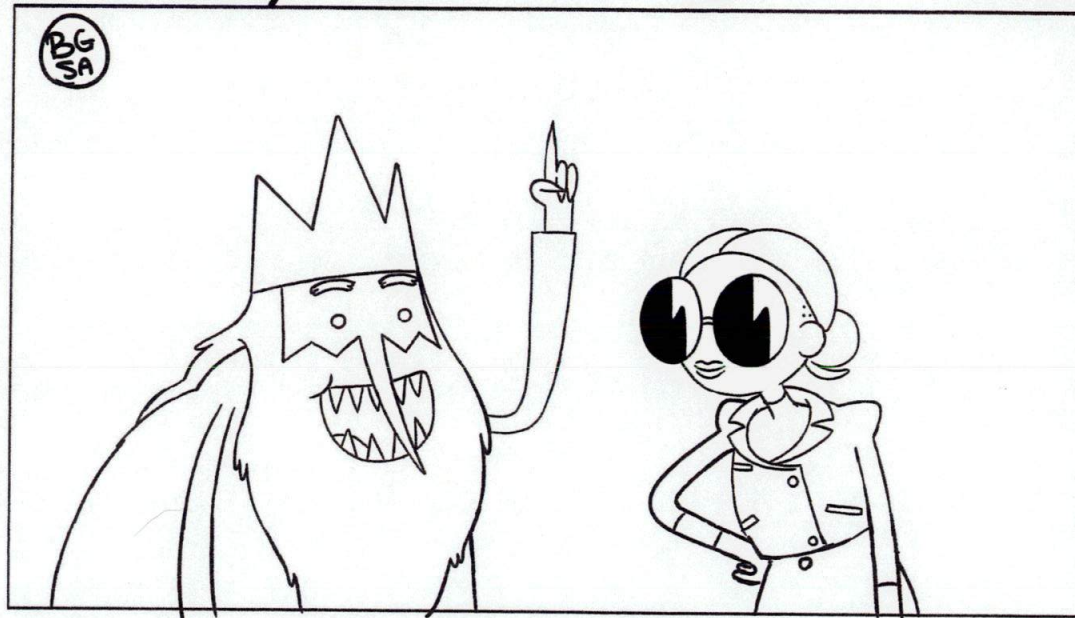


Page 112

Sc. 64 CONT Pnl. I

Bg.

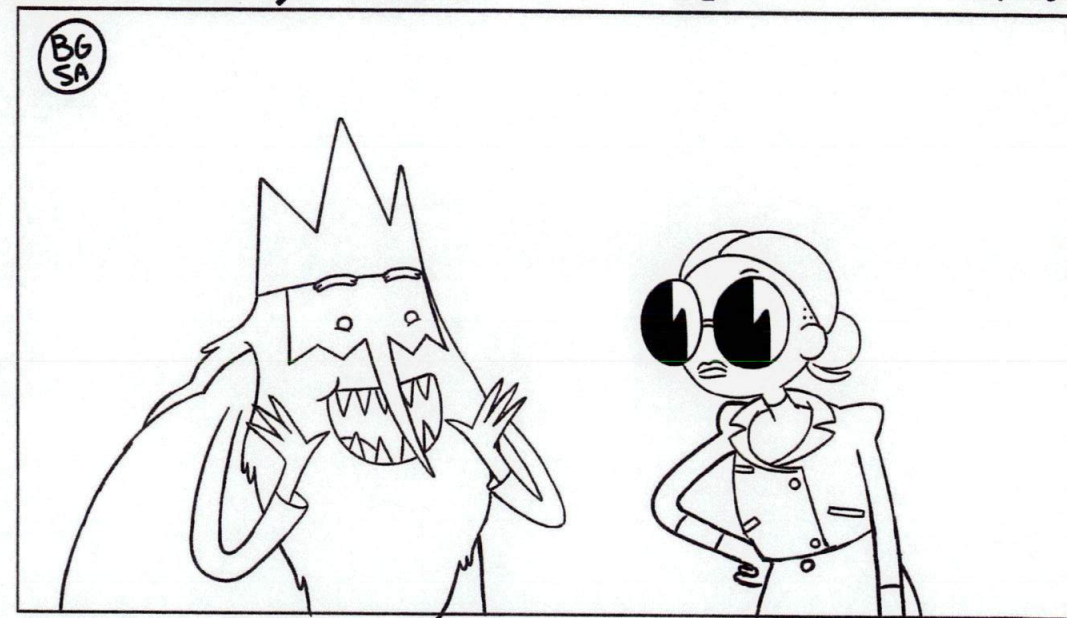
day night



Sc. 64 CONT Pnl. J

Bg.

day night



Dialog:

Ⓚ RIGHT UP MY ALLEY!

Ⓚ CLASSIC ICE KING!

Action:

DEC 02 2015

Timing:

Production :

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ADVENTURE TIME

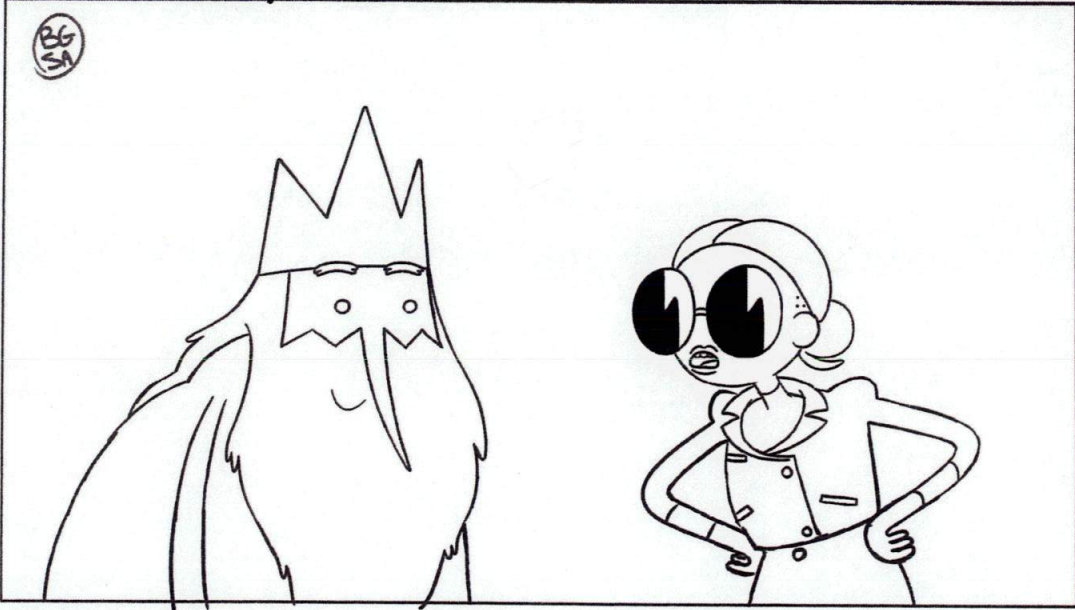


Page 113

Sc. 64 *cont* Pnl. K

Bg.

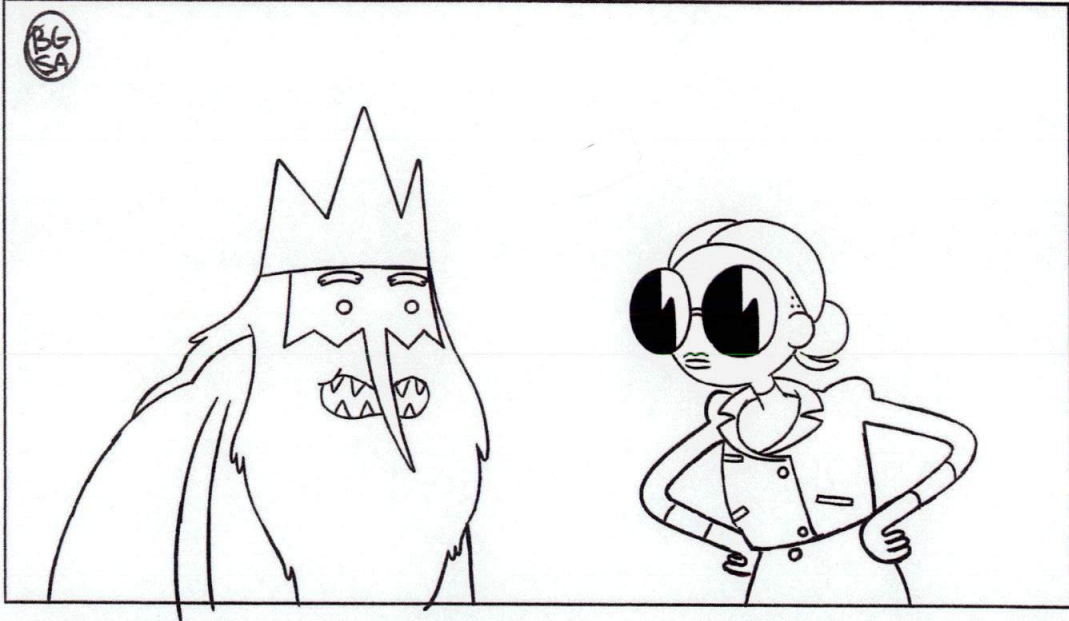
day night



Sc. 64 *cont* Pnl. L

Bg.

day night



Dialog:

(P) SO WAIT... IS IT IN YOUR WHEELHOUSE OR UP YOUR ALLEY?

(IK) CLASSIC ICE KING.

Action:

Timing:

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Production :

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# ADVENTURE TIME

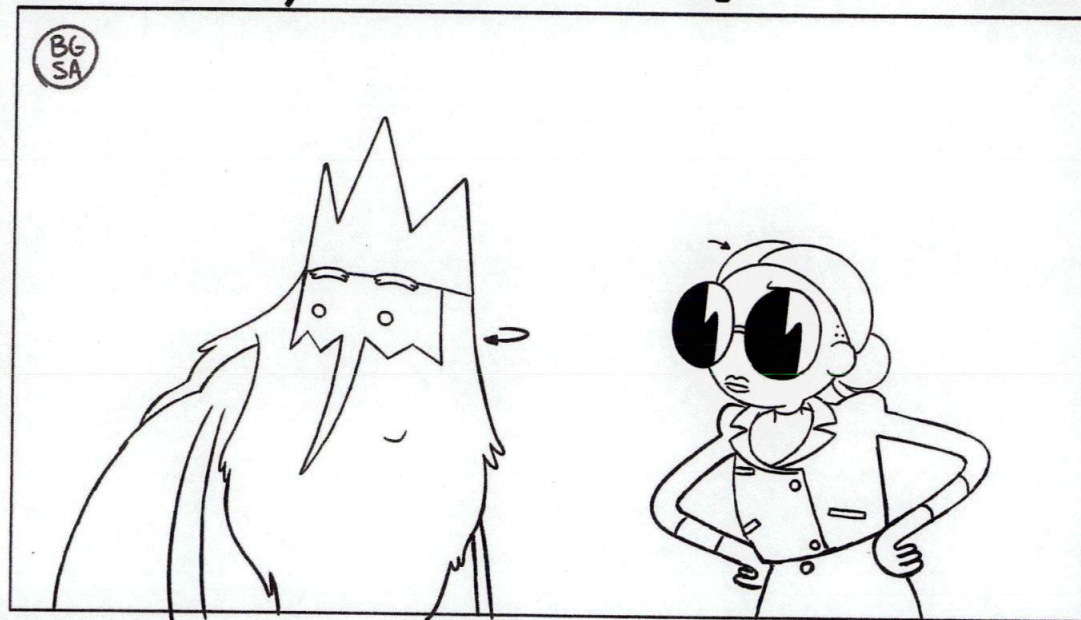


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Sc. 64 cont Pnl. M

Bg.

day night

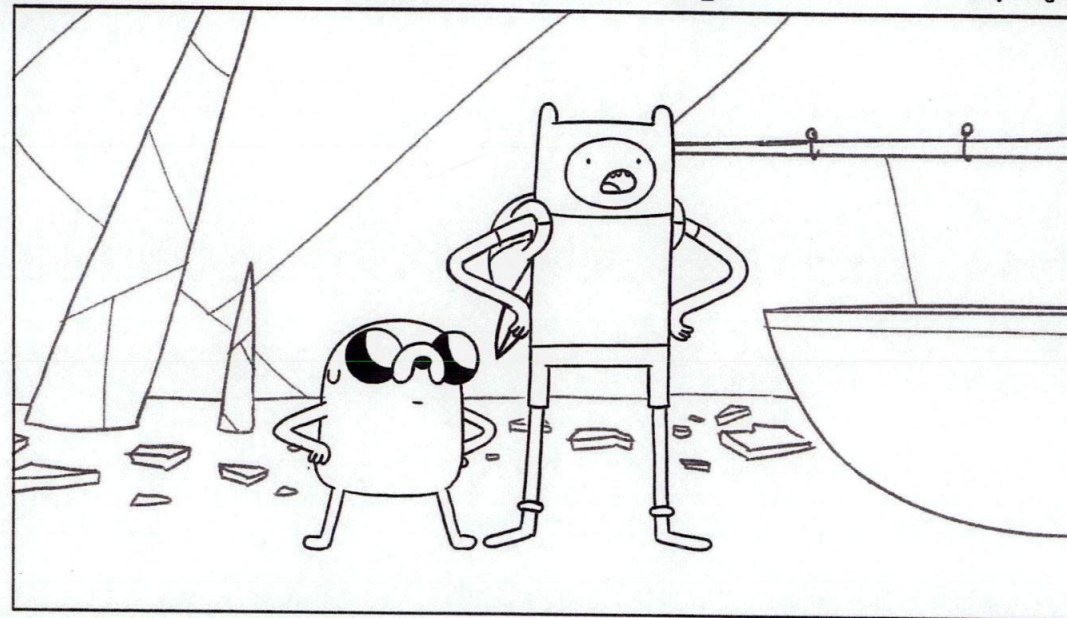


Sc. 65

Pnl. A

Bg.

day night



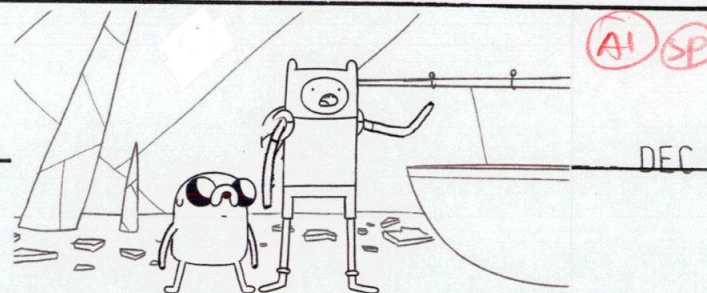
Dialog:

Ⓔ (O.S) HOLD ON A MINUTE!

Ⓔ YOU CAN'T MAKE SIMON START KIDNAPPING PRINCESSES AGAIN!

Action:

Timing:



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Production :

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# ADVENTURE TIME



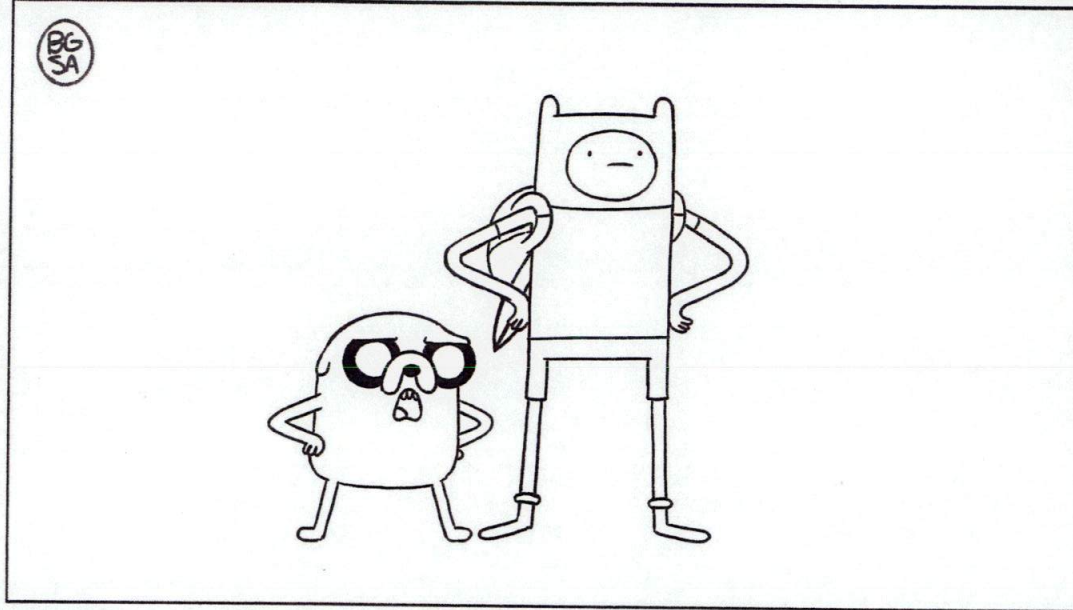
Page 115

Sc. 65 *cont*

Pnl. B

Bg.

day night

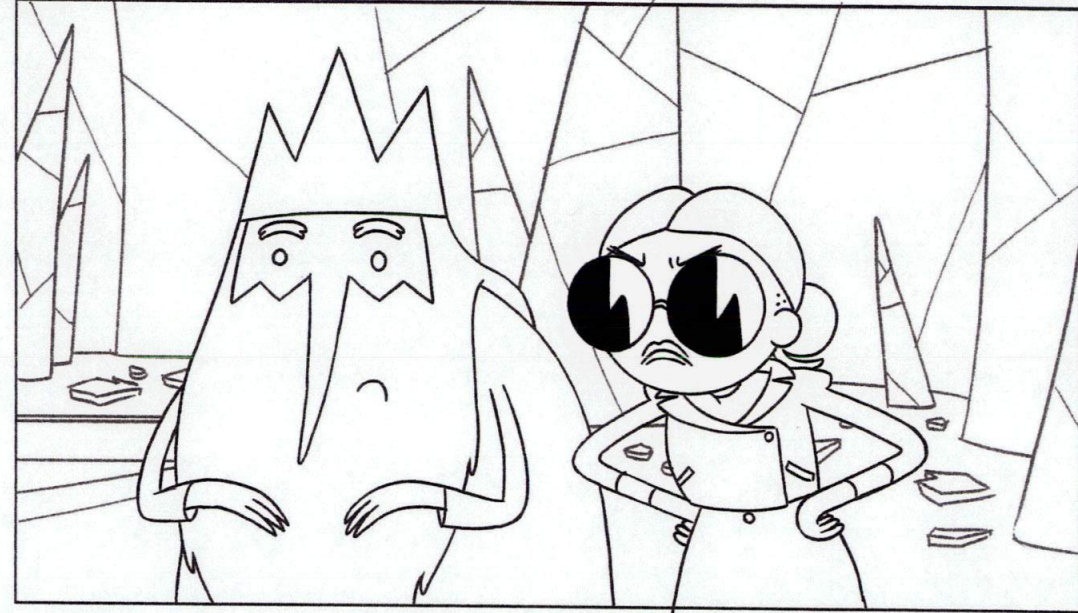


Sc. 66

Pnl. A

Bg.

day night



Dialog:

① YEAH HE'S SEMI-REFORMED!

Action:

(P VISIBLY MAD)

DEC 02 2015

Timing:

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Production :

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# ADVENTURE TIME



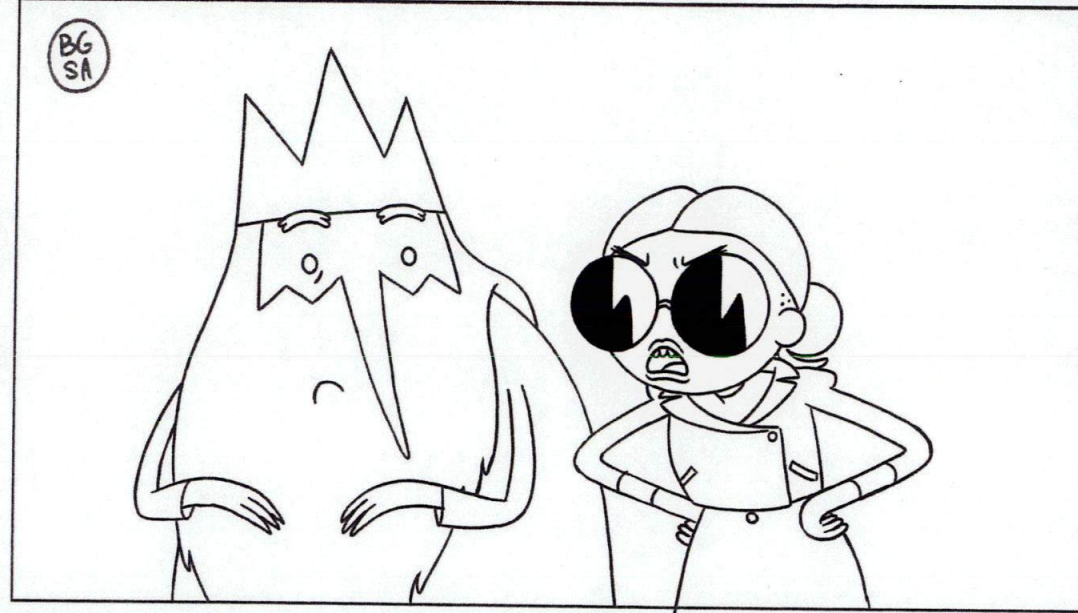
Page 116

Sc. 66 *cont*

Pnl. B

Bg.

day night

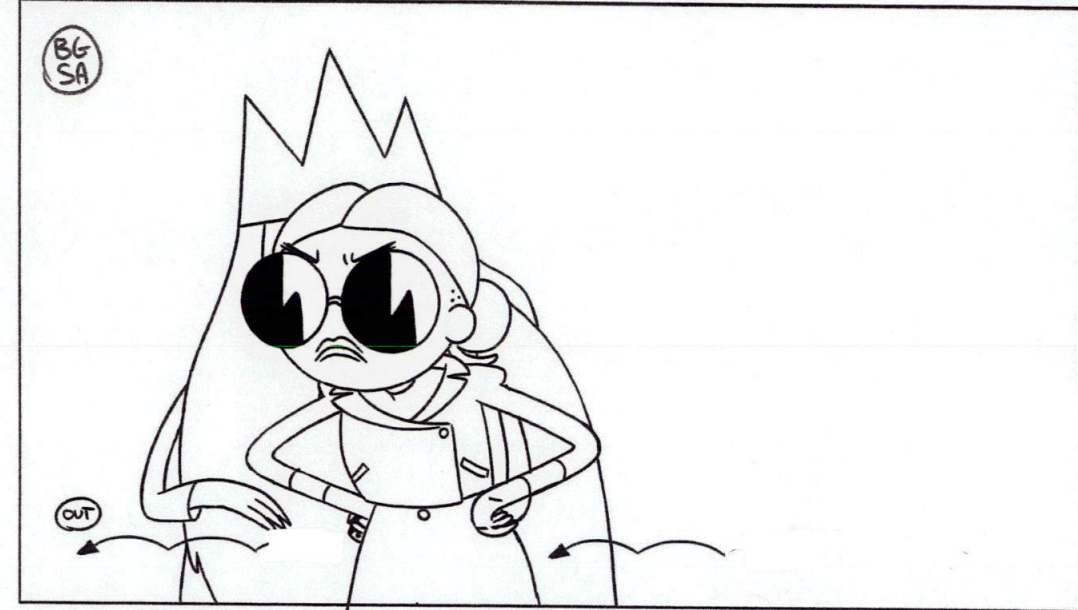


Sc. 66 *cont*

Pnl. C

Bg.

day night



Dialog:

Ⓟ EXCUSE ME FOR A SECOND, BOYFRIEND...

Action:

- P. MARCHES OFF/S.

DEC 02 2015

Timing:

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Production :

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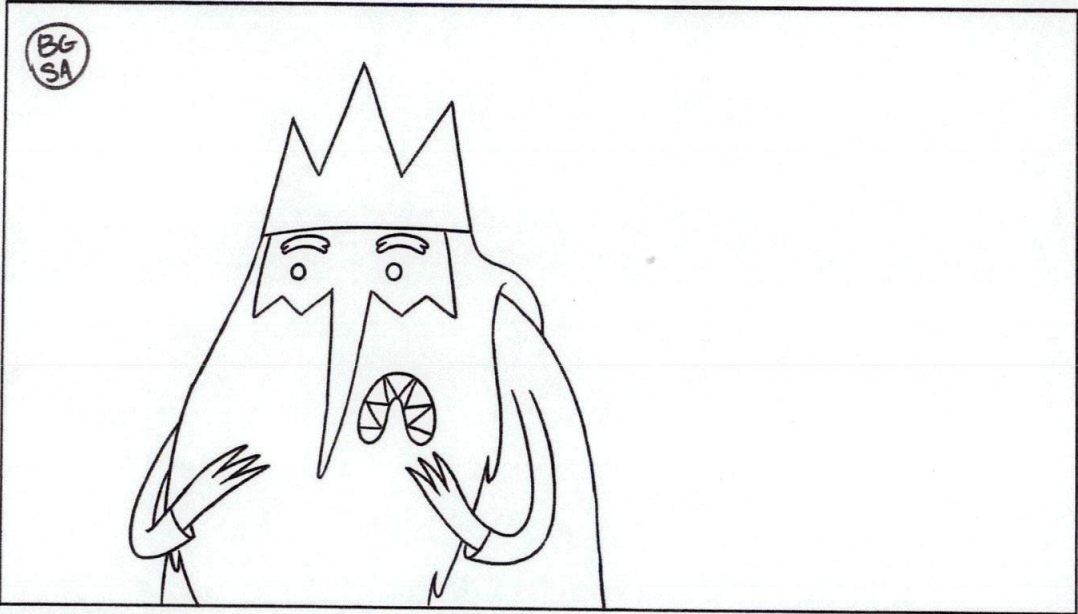
ADVENTURE TIME



Sc. 66 *cont* Pnl. D

Bg.

day night

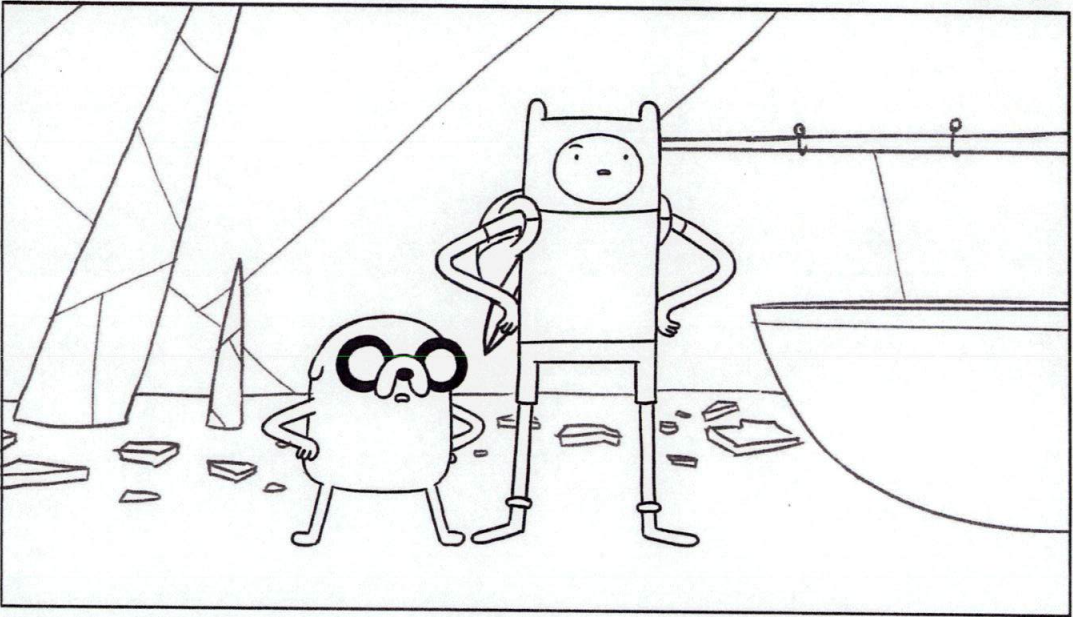


Sc. 67

Pnl. A

Bg.

day night



Dialog:

(IK) ULL...

Action:

Timing:

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Production :



# ADVENTURE TIME

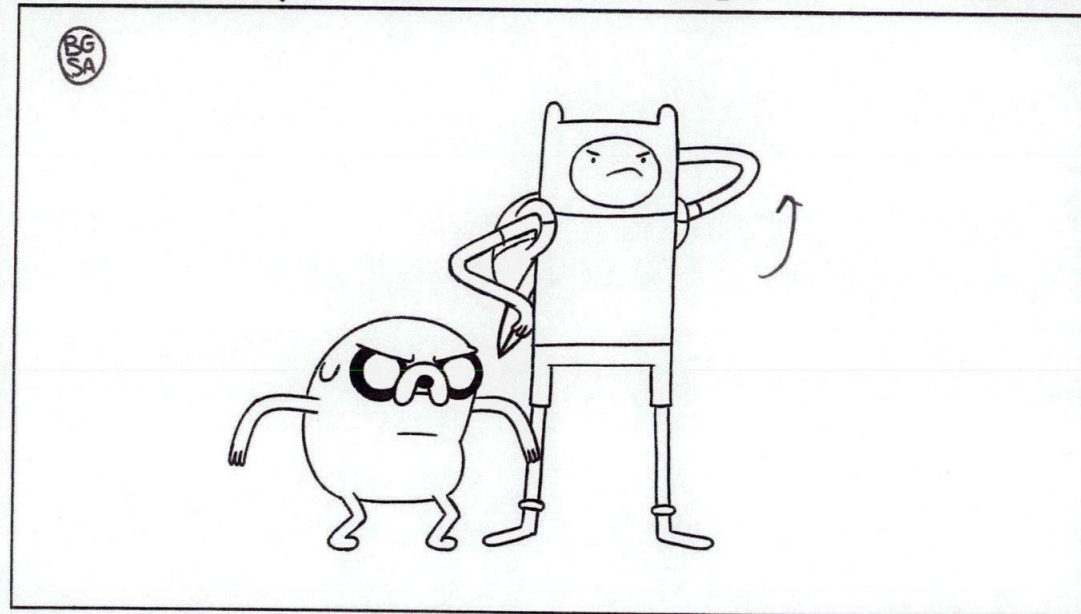


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Sc. *67 CONT* Pnl. B

Bg.

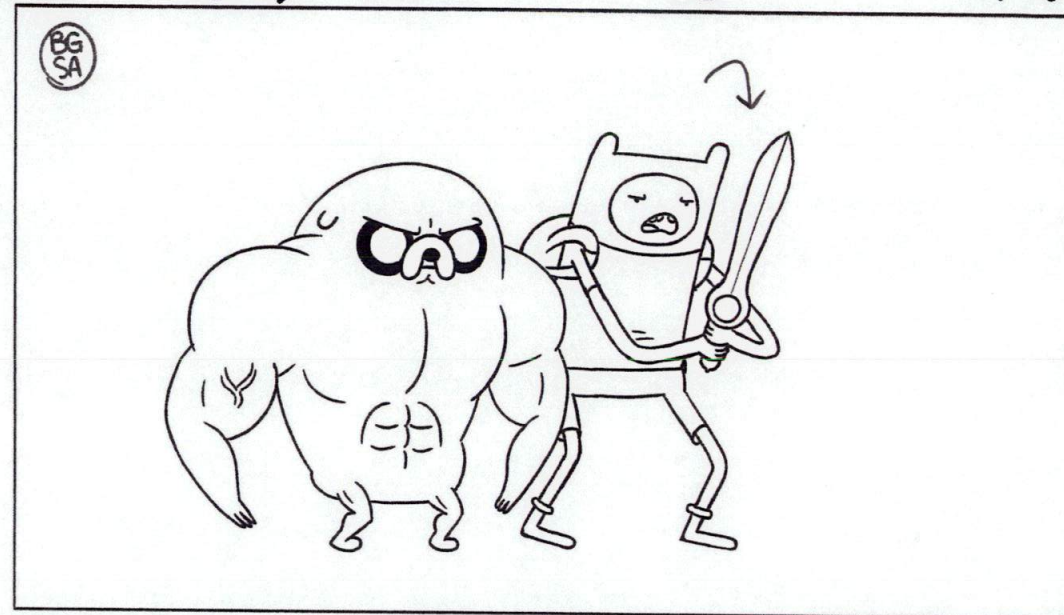
day night



Sc. *67 CONT* Pnl. C

Bg.

day night



Dialog:

(F) OKAY JAKE, YOU--

SFX:  
SHING

Action:

-F. DRAWS SWORD.

-J. BULKES UP.

DEC 02 2015

Timing:

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Production :

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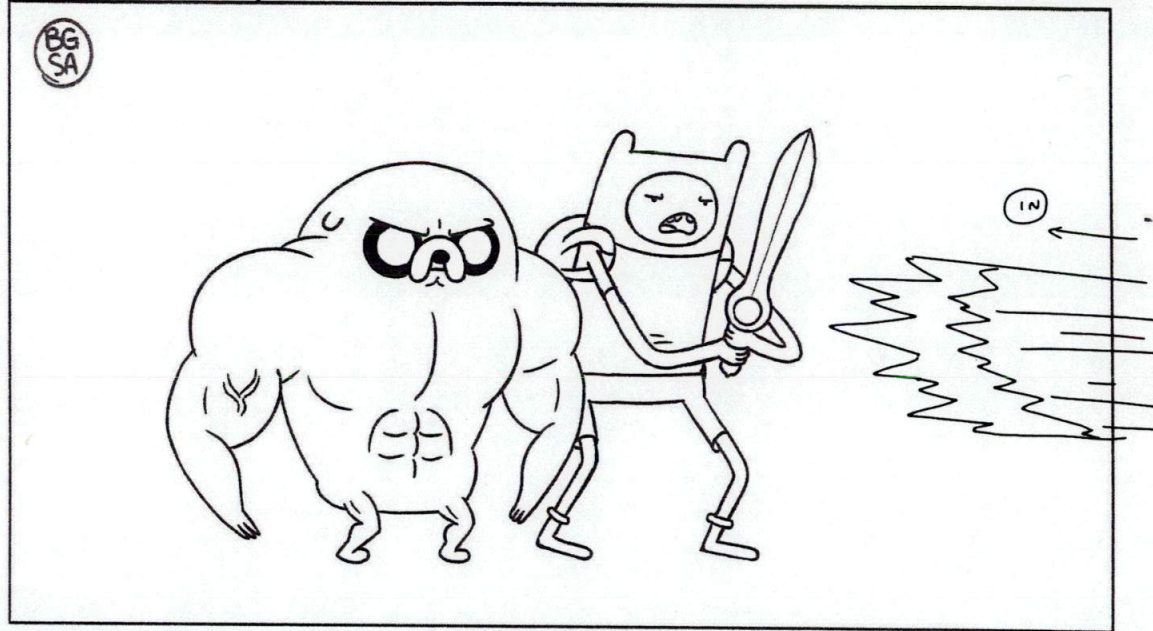


# ADVENTURE TIME

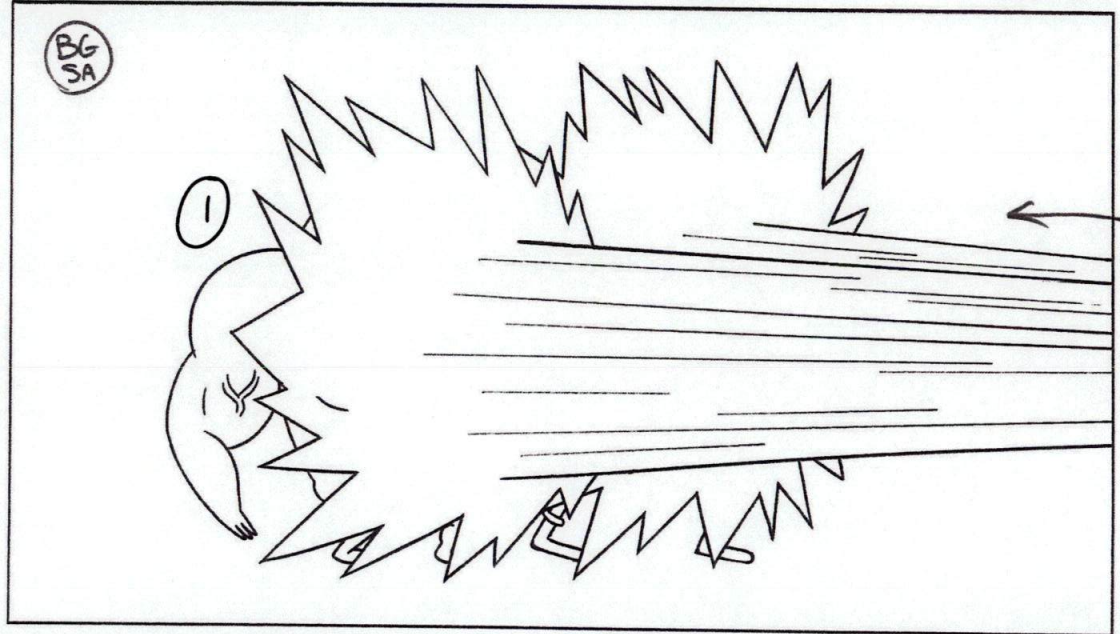


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Sc. 67 *CONT* Pnl. D Bg. day night



Sc. 67 *CONT* Pnl. E Bg. day night



Dialog:

SFX \* SKSHH \*

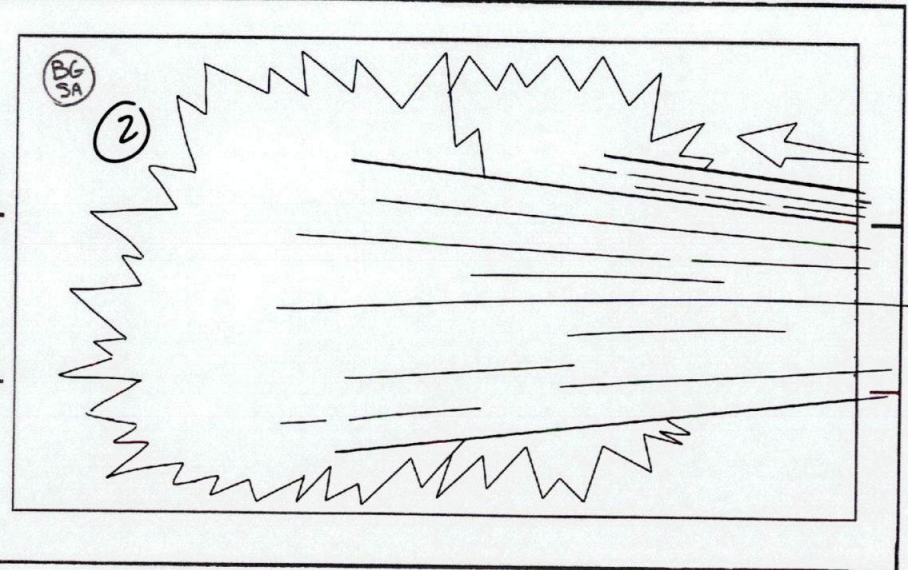
Action:

ICE BLAST!

-blast grows  
to cover F+J

Timing:

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Production :

1034/242



# ADVENTURE TIME



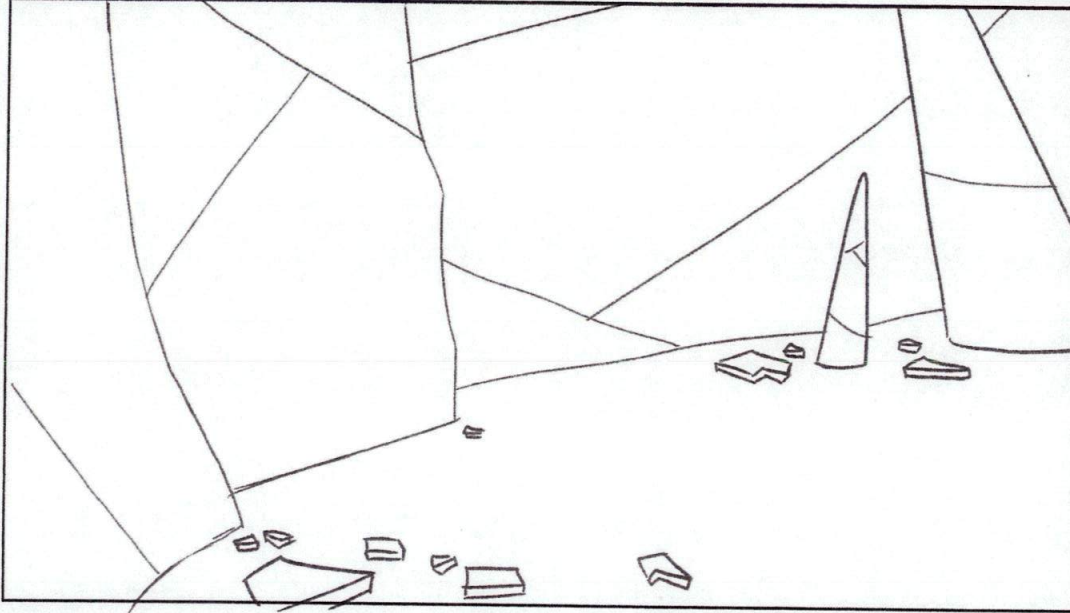
Page 120

Sc. 68

Pnl. A

Bg.

day night

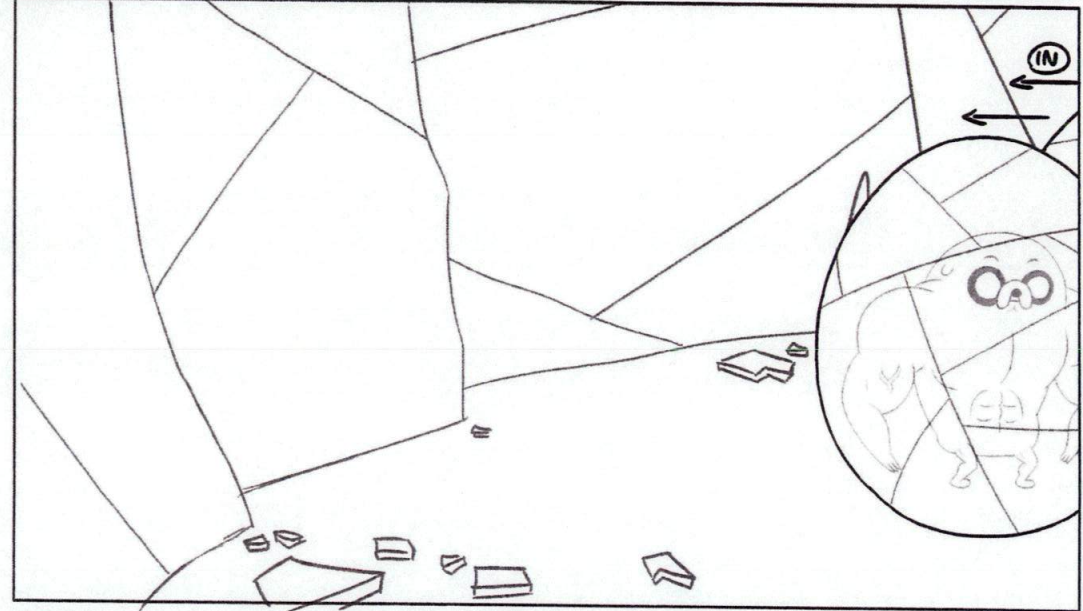


Sc. 68 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

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Production :

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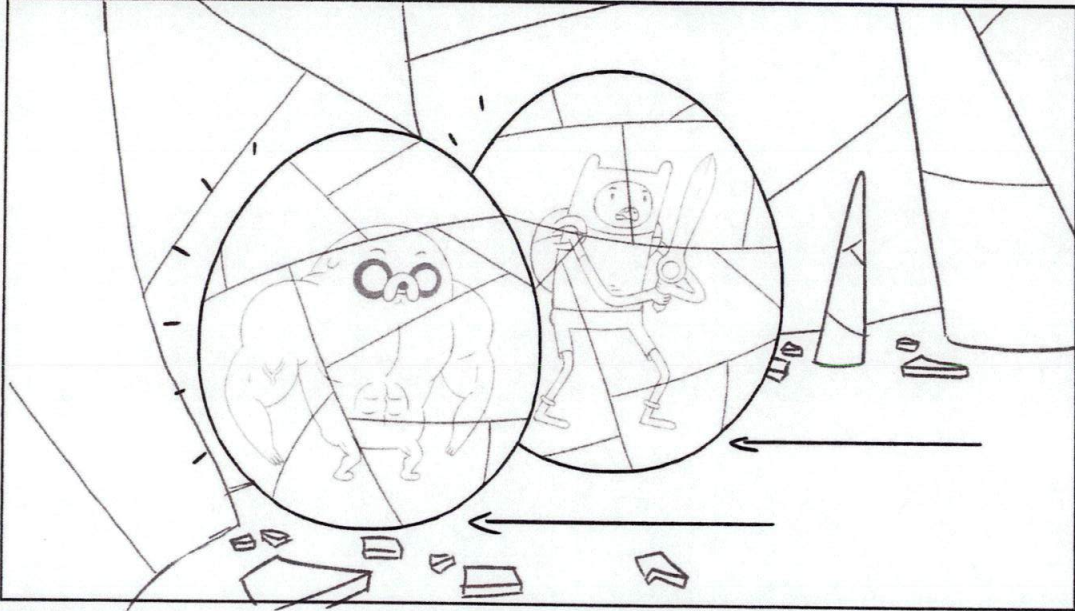
1034/242



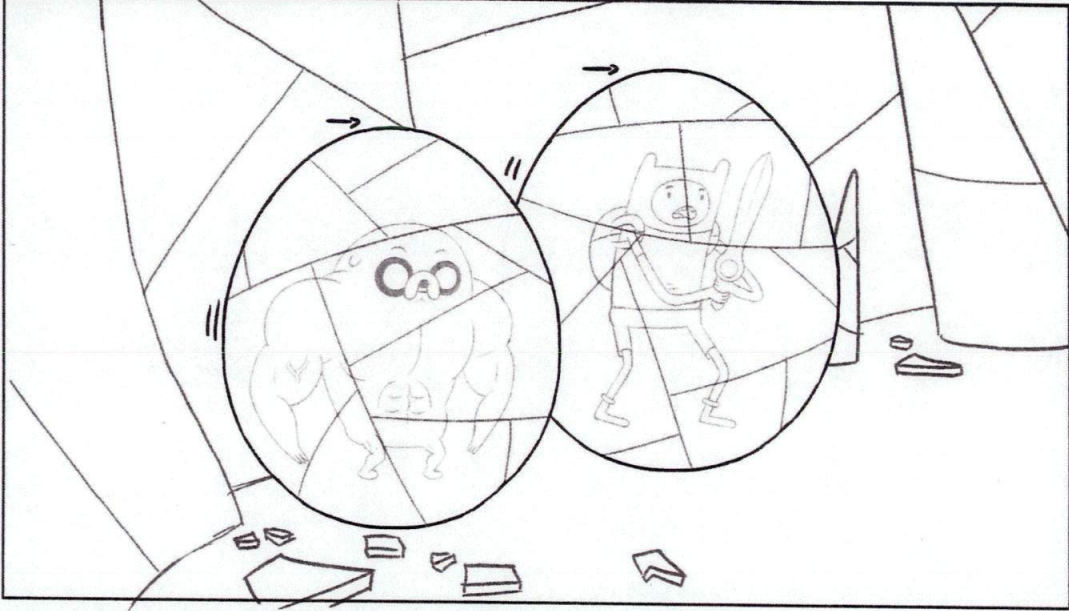
ADVENTURE TIME



Sc. 68 *CONT* Pnl. C Bg. day night



Sc. 68 *CONT* Pnl. D Bg. day night



Dialog:

(SFX) KLINK! KLINK!

Action:

- ICE EGGS CONTAINING F+J SLIDE ON/5.

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Timing:

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# ADVENTURE TIME

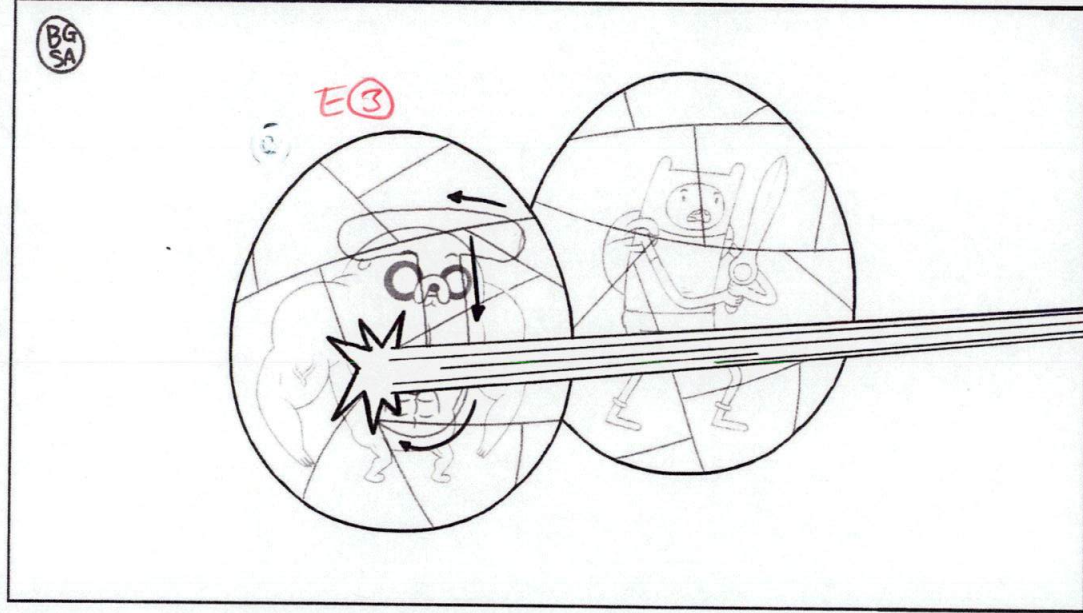


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Sc. 68 CONT Pnl. E

Bg.

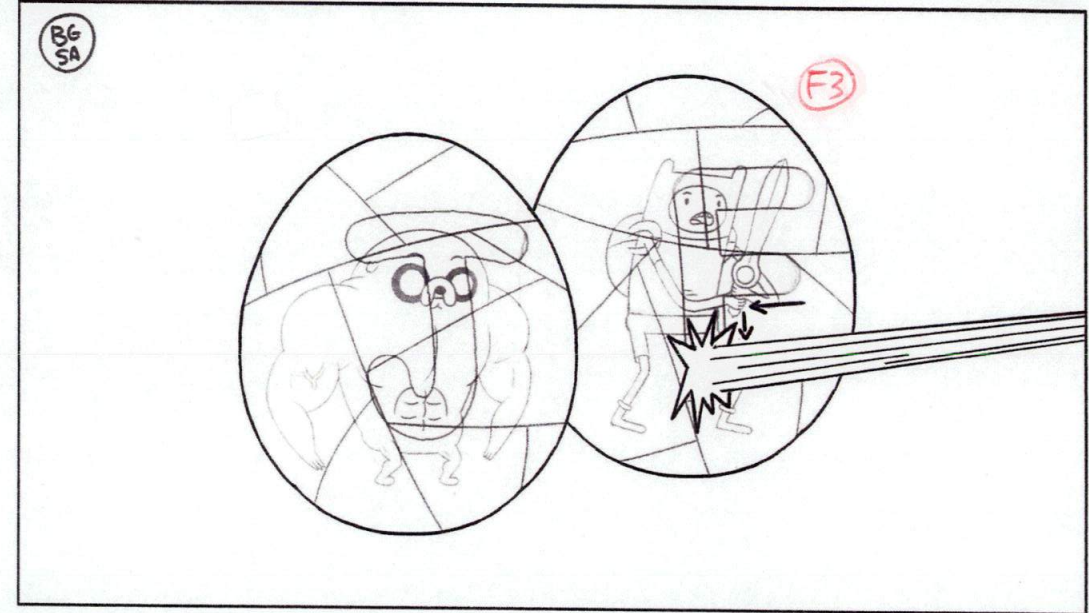
day night



Sc. 68 CONT Pnl. F

Bg.

day night



Dialog:

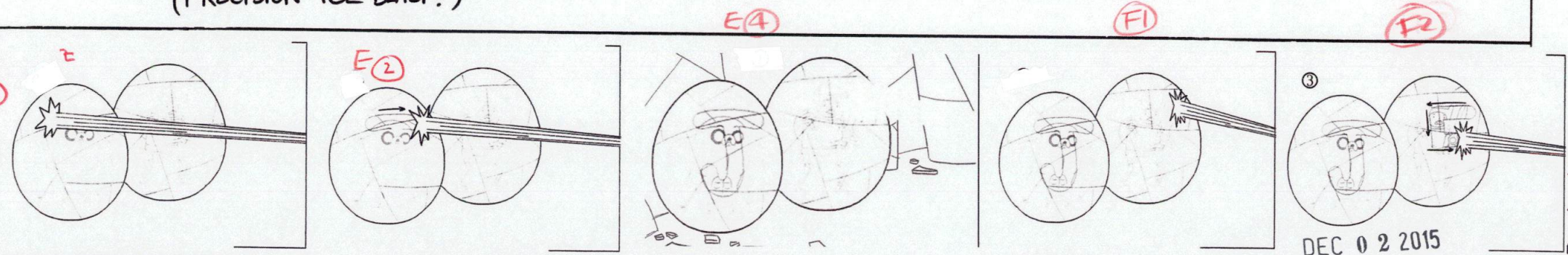
(SFX) <zzzzzzzzzzzz!>

<zzzzzzzzzzzz!>

(PRECISION ICE BLAST!)

Action:

Timing:



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# ADVENTURE TIME

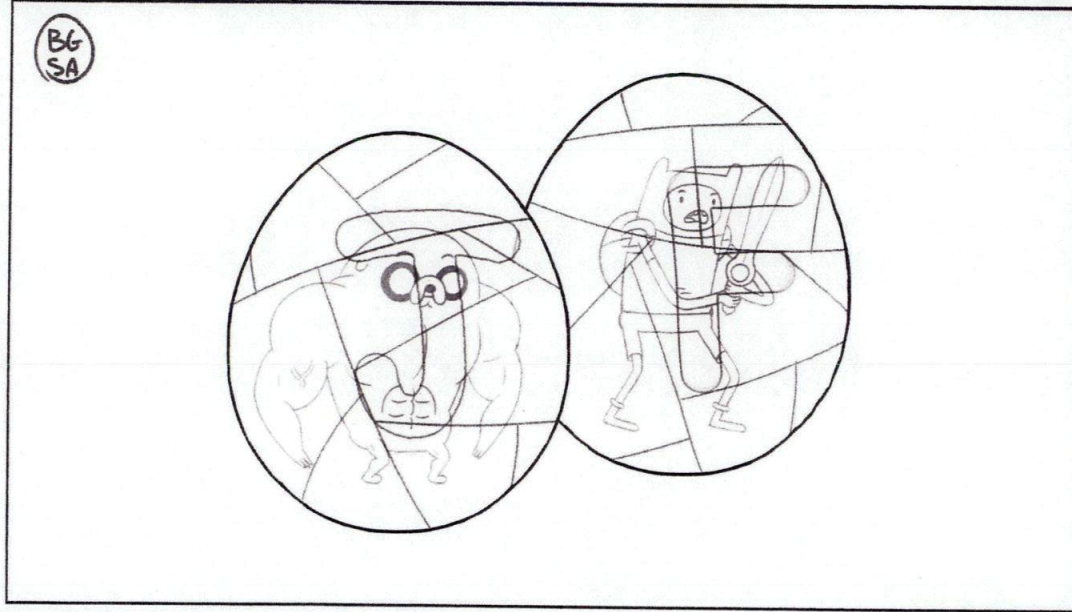


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Sc. 68 *CONT* Pnl. G

Bg.

day night

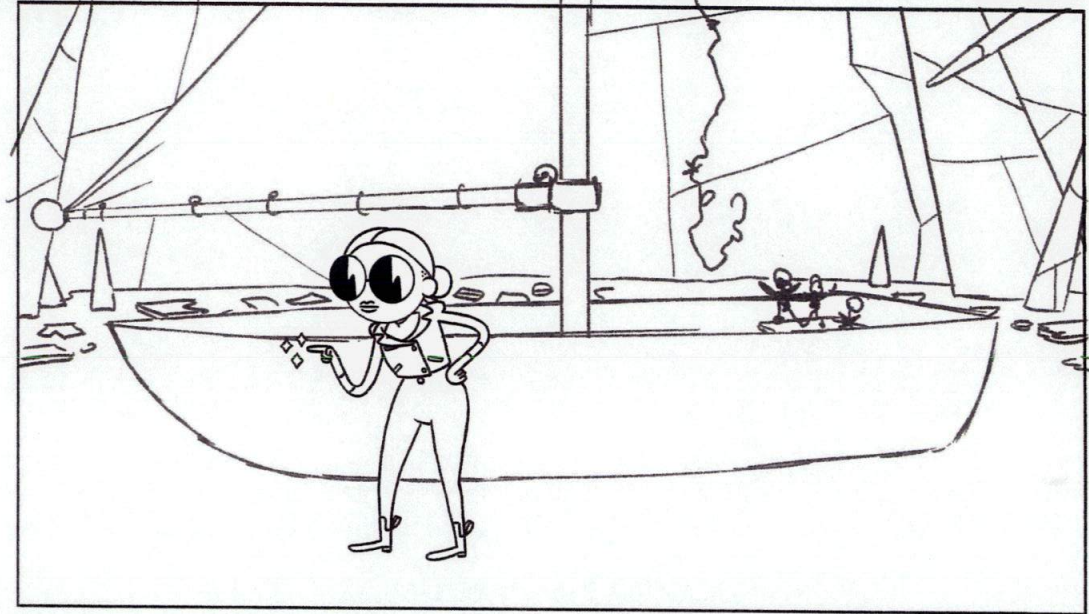


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(SFX) ENGINE WINDING DOWN

Action:

Timing:

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Production :

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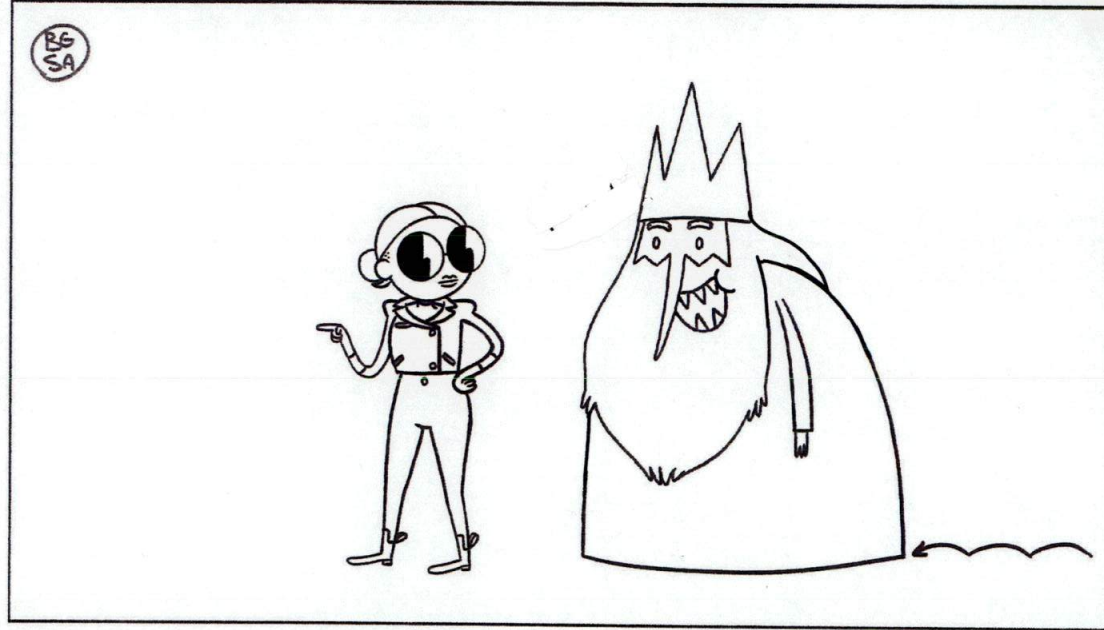


# ADVENTURE TIME

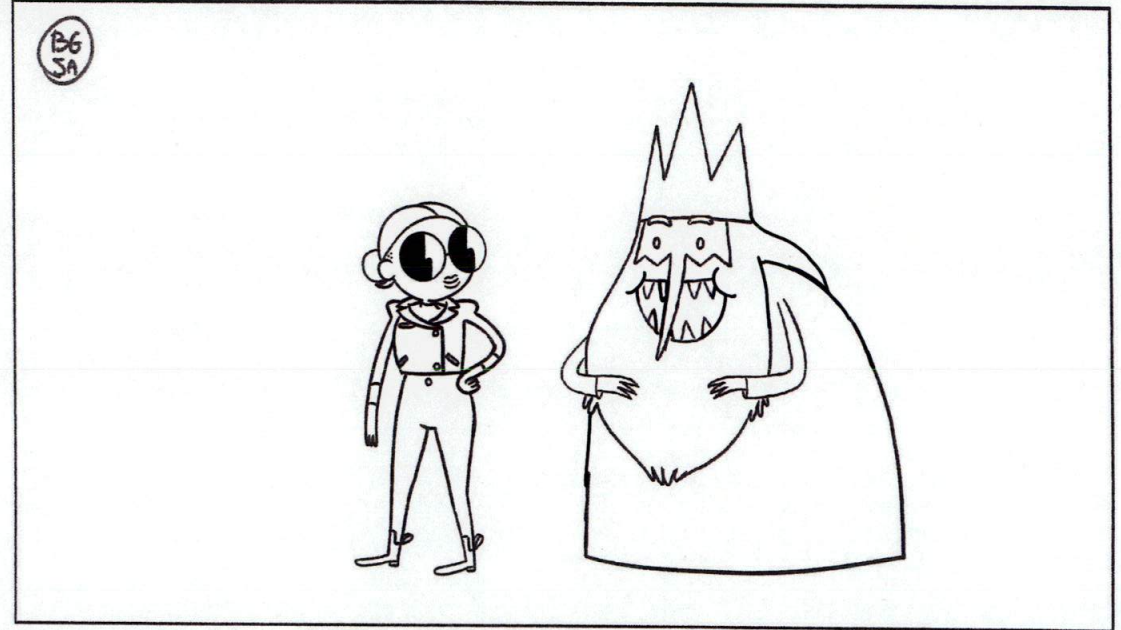


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Sc. 69 *cont* Pnl. B Bg. day night



Sc. 69 *cont* Pnl. C Bg. day night



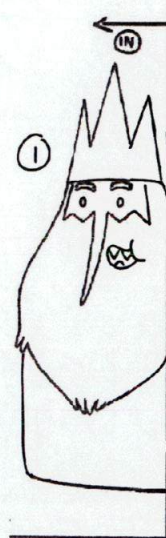
Dialog:

IK Wow!

Action:

- IK WALKS ON/S.

Timing:



BI

IK

YOU GOT THEIR INITIALS ON THERE ... AND...

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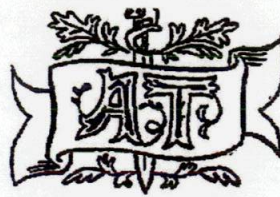
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Production :

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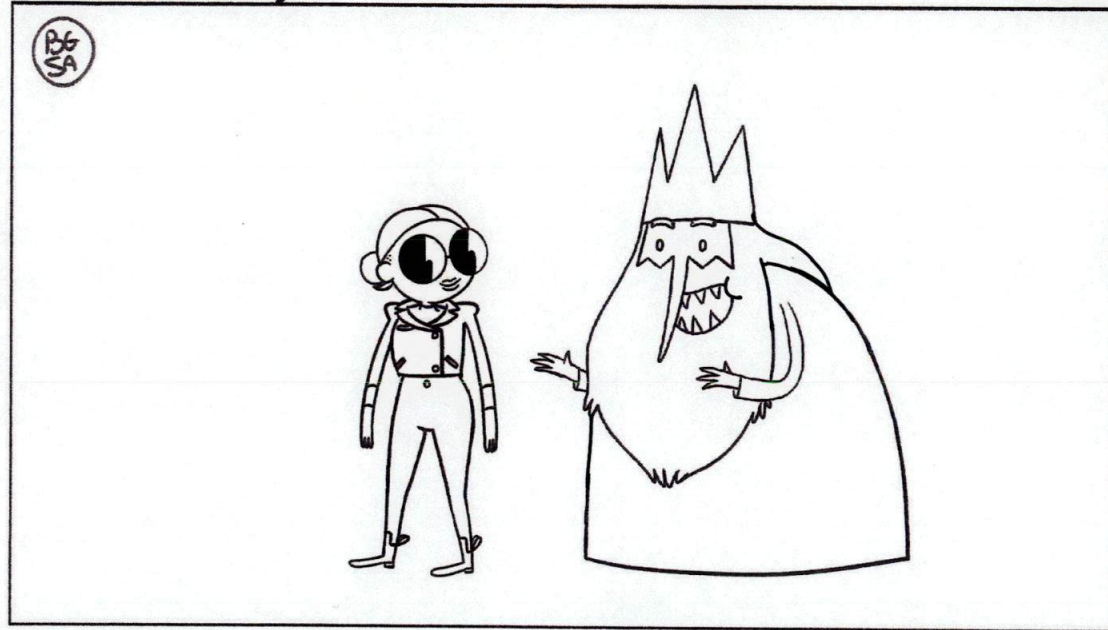


# ADVENTURE TIME

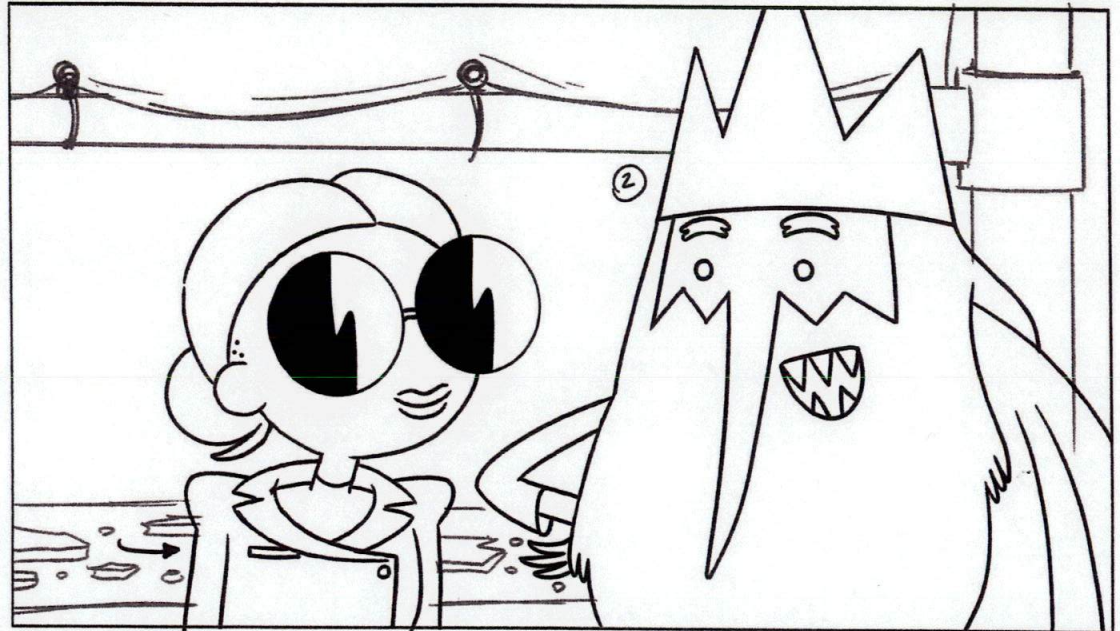


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Sc. 69 *cont* Pnl. D Bg. day night



Sc. 70 Pnl. A Bg. day night



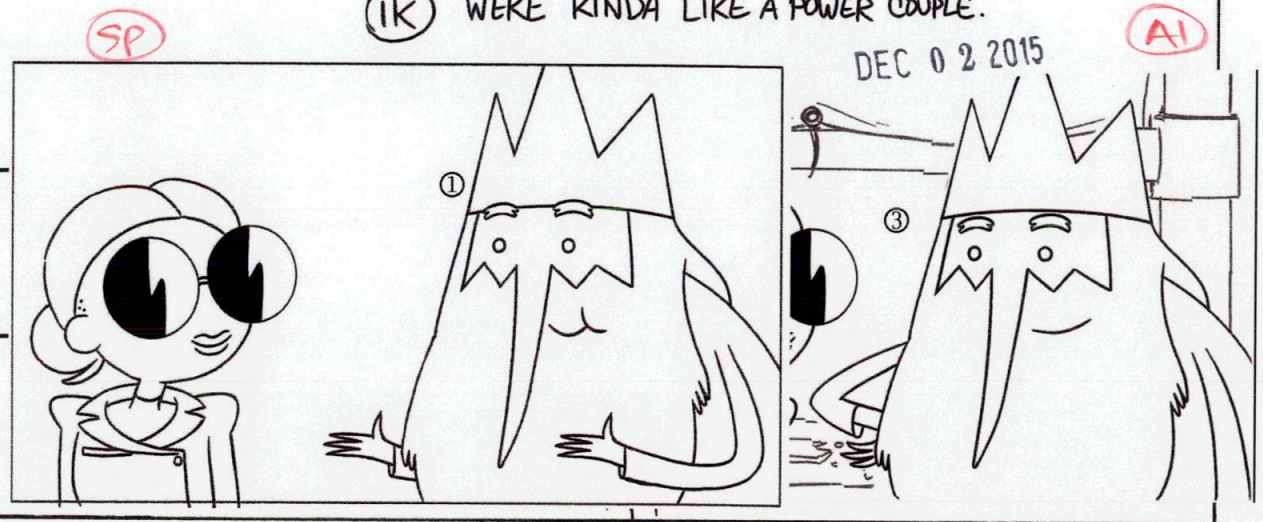
Dialog:

(IK) LOOK AT THOSE SHAPES!  
JUST ... WOW...

Action:

Timing:

(IK) WE'RE KINDA LIKE A POWER COUPLE.



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Production :

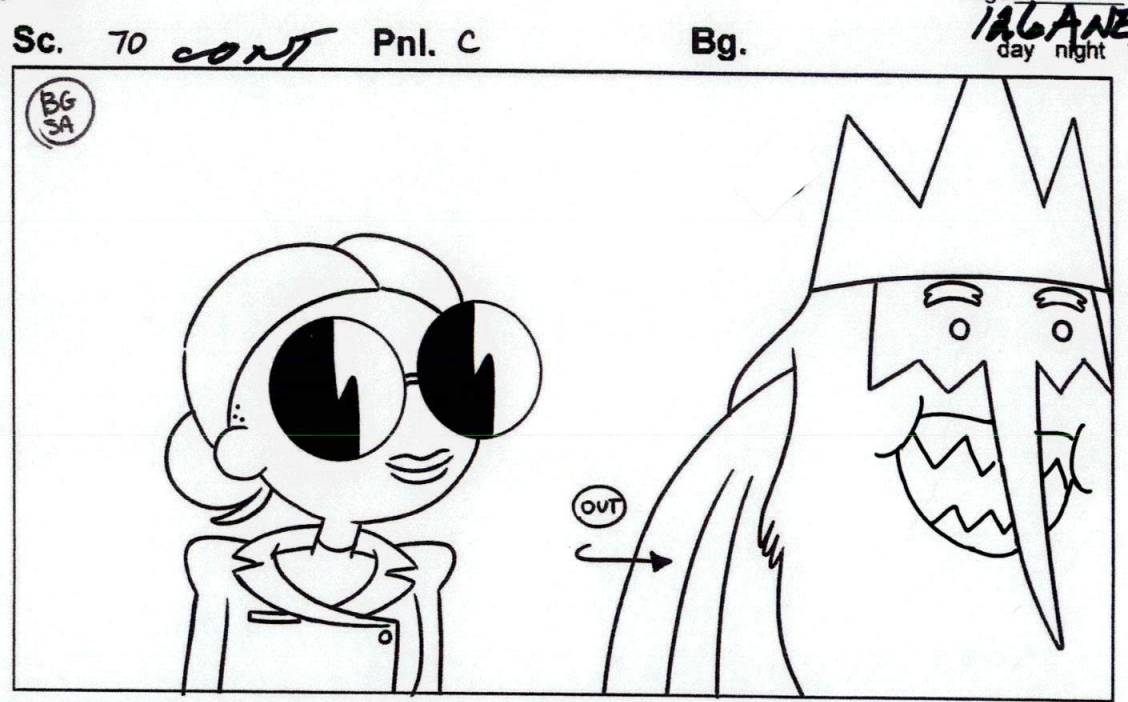
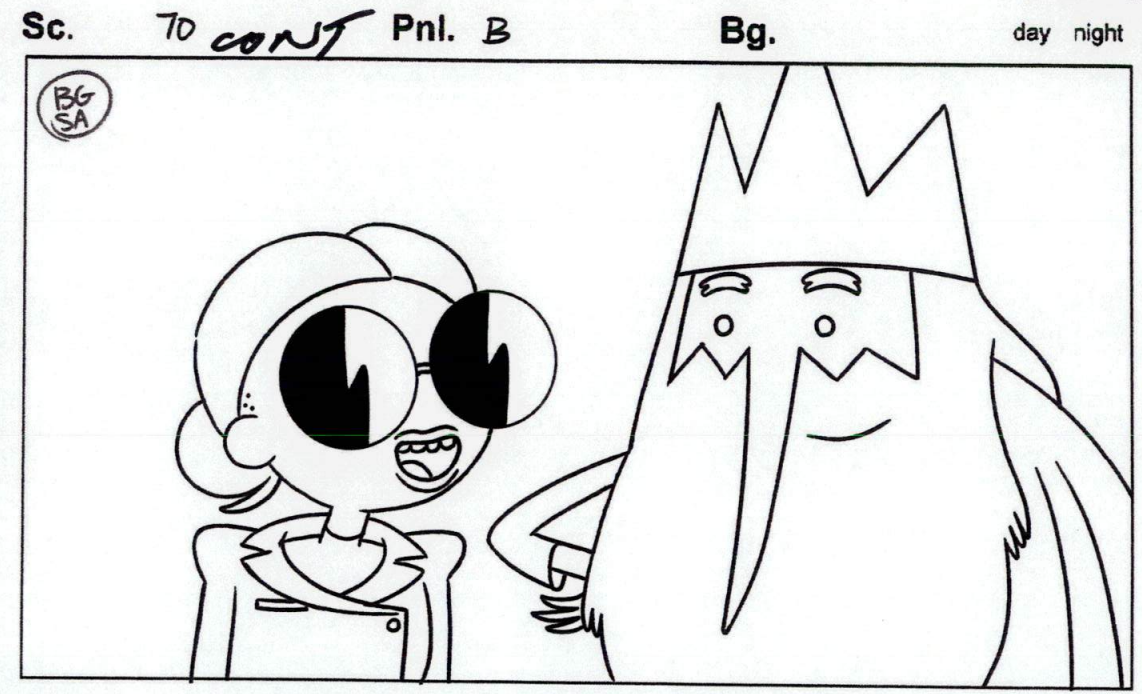
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# ADVENTURE TIME



**Dialog:** (P) GET ME THOSE PRINCESSES. (IK) You GOT IT, BOSS!

**Action:** - IK WALKS OFF/ S.

**Timing:**

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(OS)

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Production :

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# ADVENTURE TIME



Sc. *70 cont* Pnl. Bg. day night

Sc. 70A Pnl. A Bg. day night

Dialog:
Action:
Timing:

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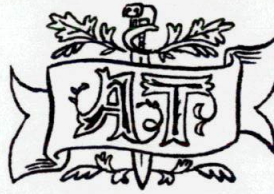
Production:

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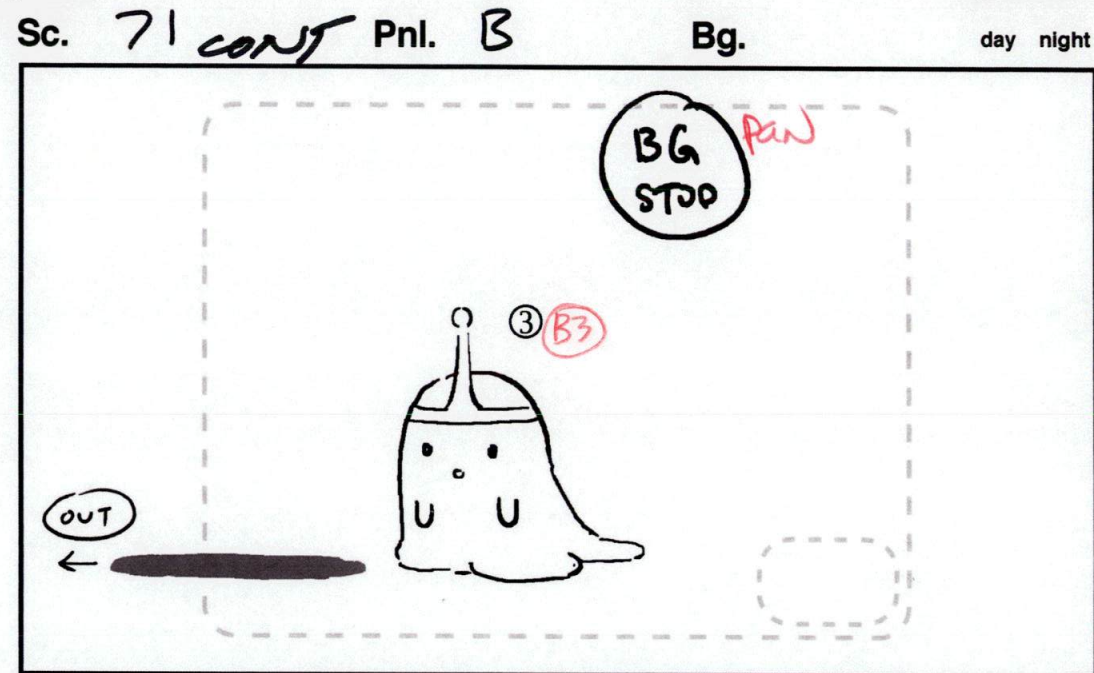
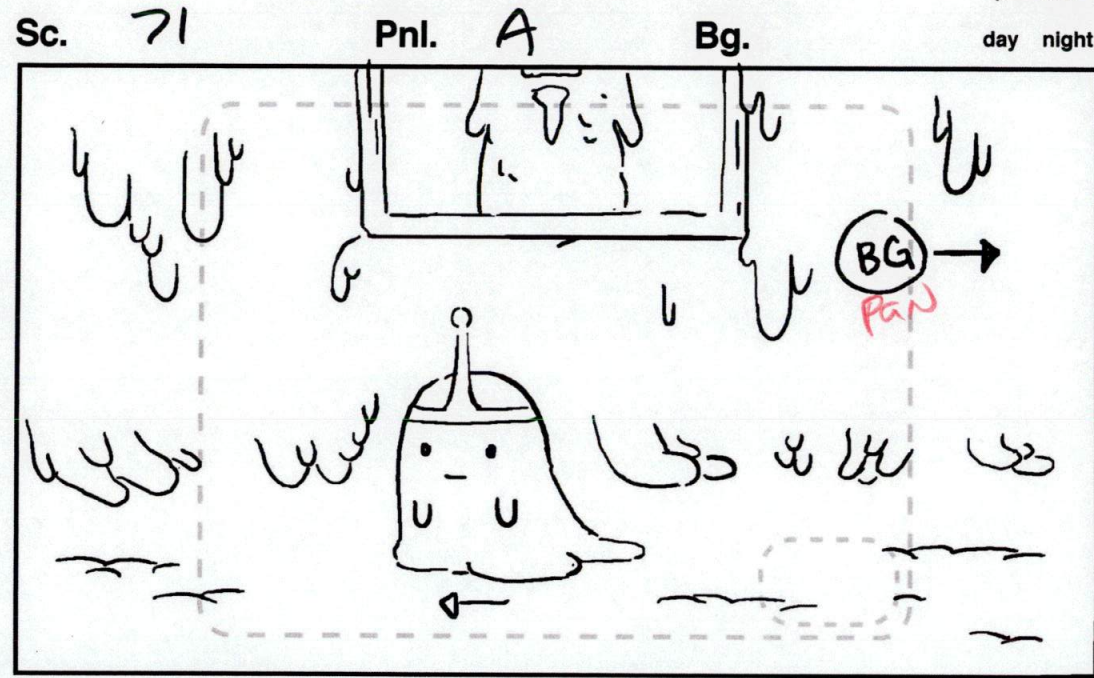
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# ADVENTURE TIME



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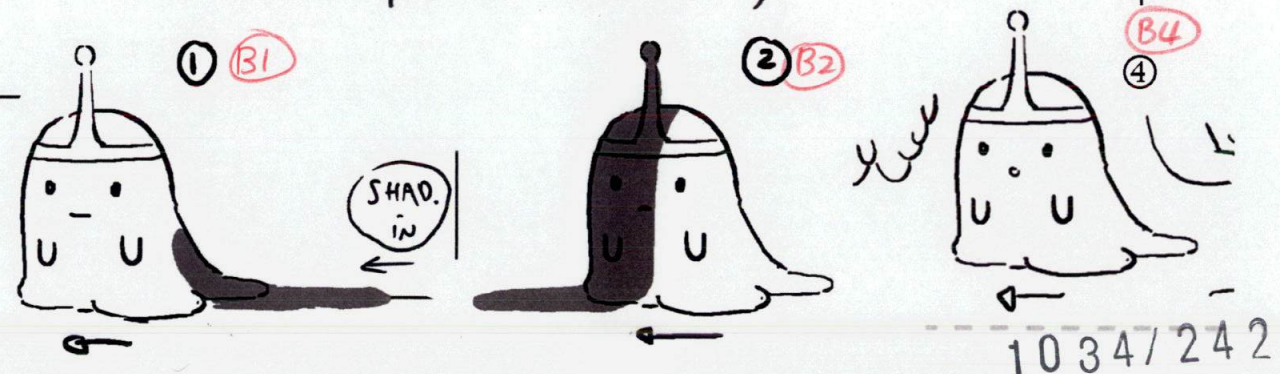
Dialog: SLIME PRINCESS: (humming)

DEC 12 2015

Action: - SP. WALKING ALONG.

( shadow passes over her )

Timing:



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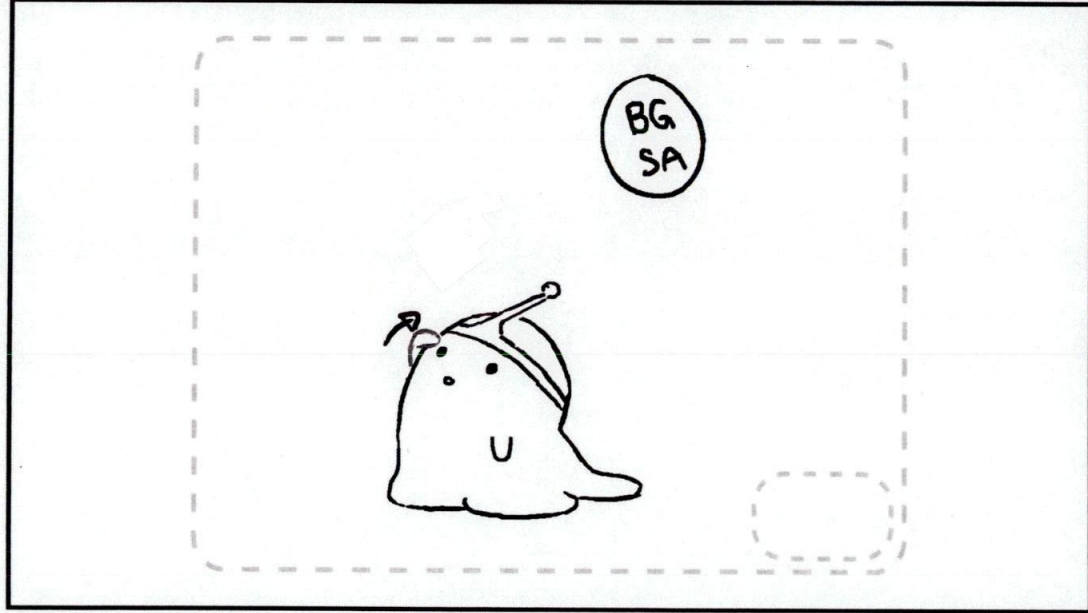
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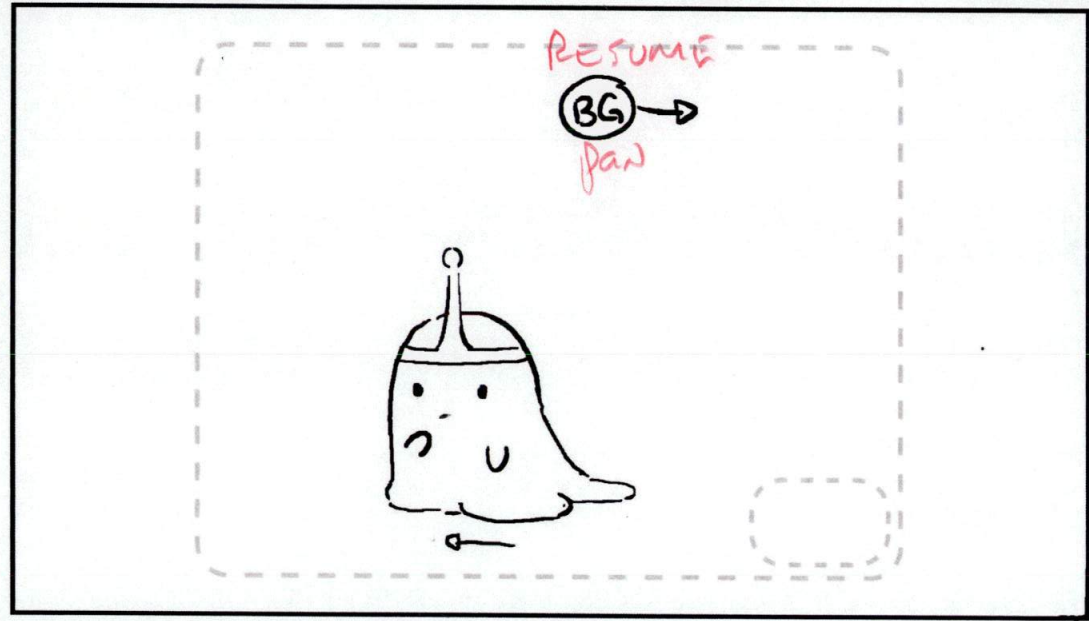
# ADVENTURE TIME



Sc. 71 cont Pnl. C Bg. day night



Sc. 71 cont Pnl. D Bg. day night



Dialog:	<u>SP/ hm?</u>	
Action:	(looking around)	(she continues)
Timing:		



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Production:

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# ADVENTURE TIME

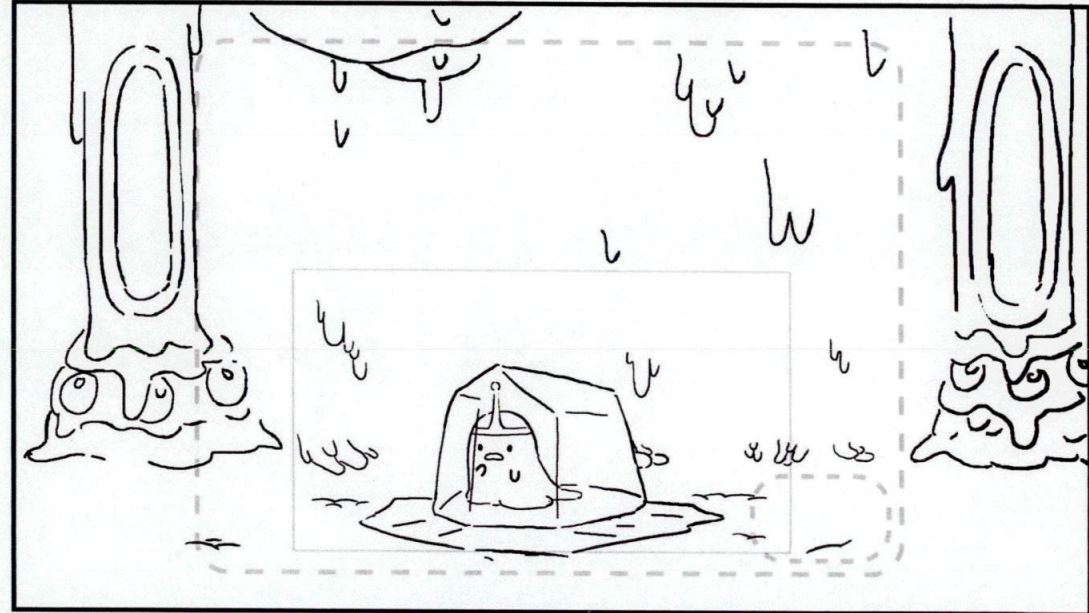


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Sc. 71 CONT Pnl. E Bg. day night



Sc. 71 CONT Pnl. F Bg. day night



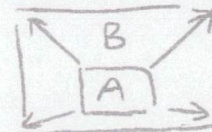
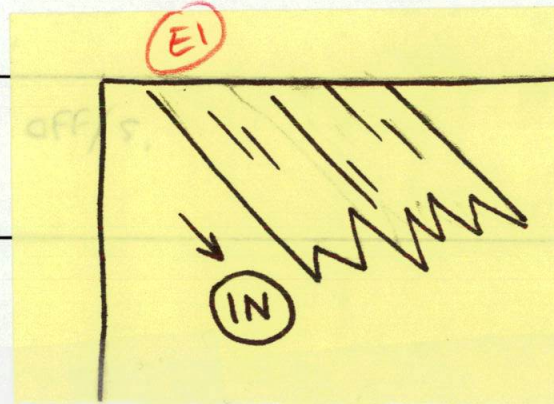
Dialog:

SFX: <blast!>

Action:

- ICE MAGIC HITS SP FROM  
OFF/S.

Timing:



CAM ADJ  
A → B

- SP ENCASED  
IN ICE.

DEC 02 2015

1034-242

EPISODE #

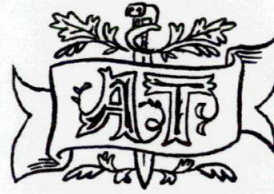
1034/242

Production:

1034/242



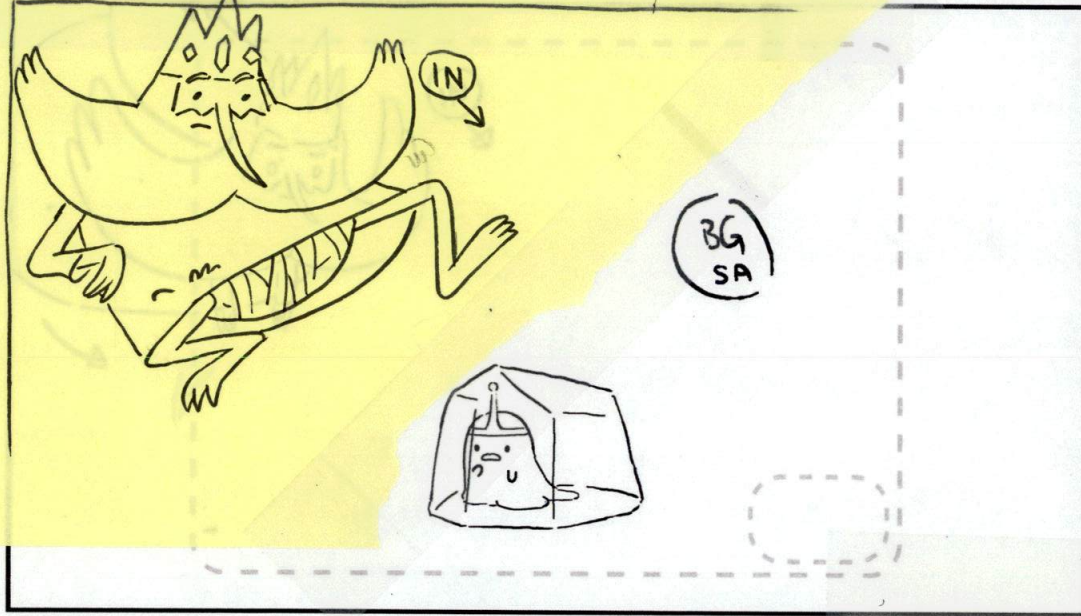
# ADVENTURE TIME



Page 130

Sc. 71 cont Pnl. G

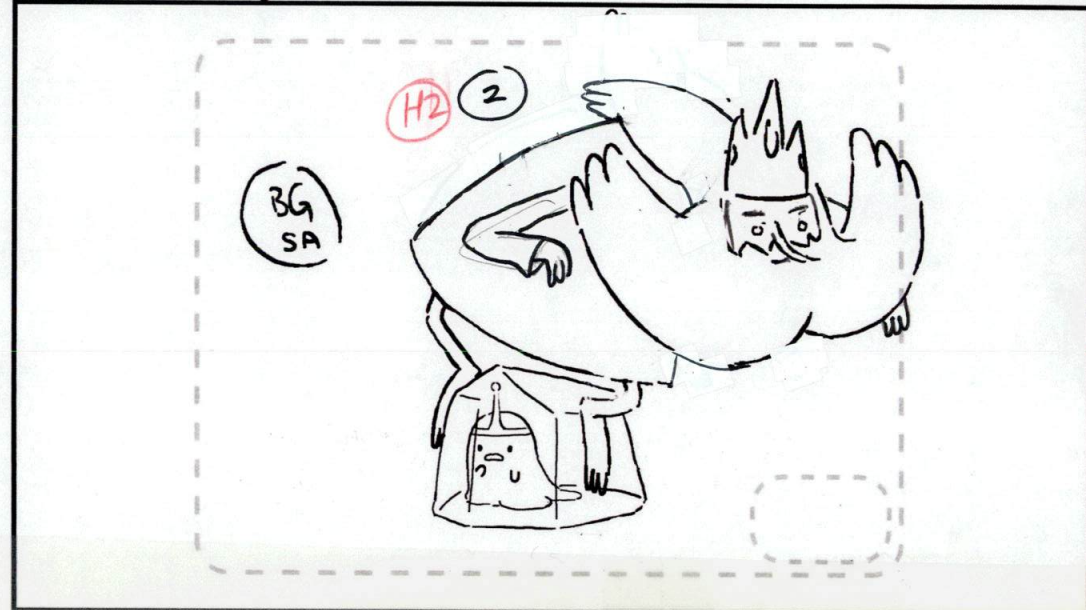
day night



Sc. 71 cont Pnl. H

Bg.

day night

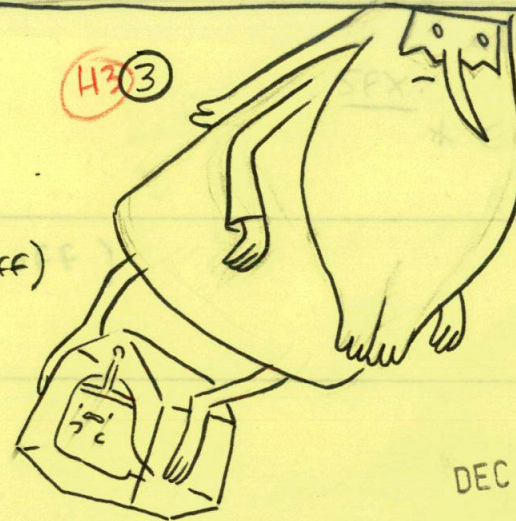


Dialog:

Action:

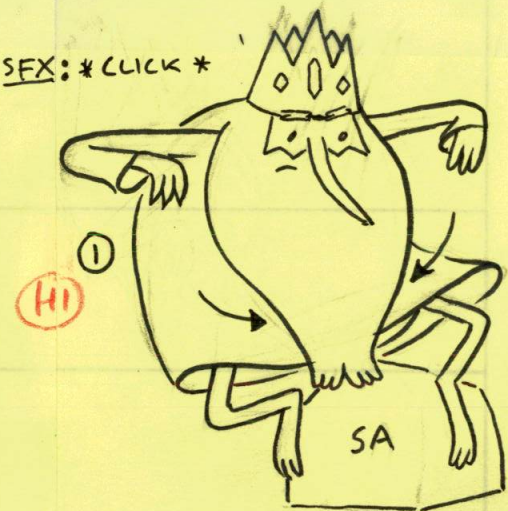
(IK swoops in, picks her up w/ his feet and flies off)

Timing:



DEC 02 2015

SFX: \*CLICK\*



EPISODE # 1034-242

1034/242

Production:

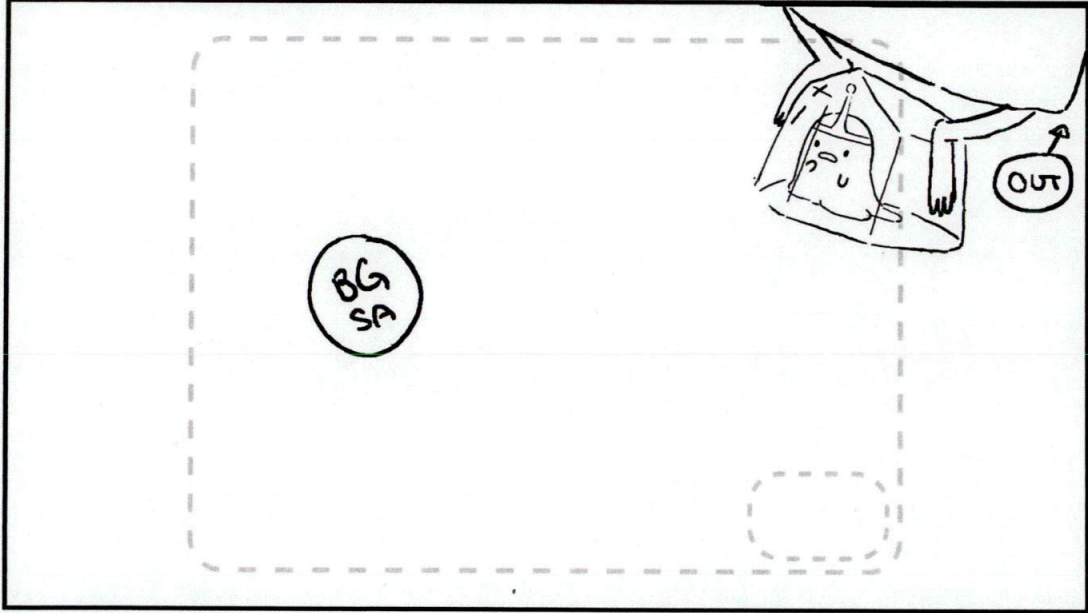
1034/242



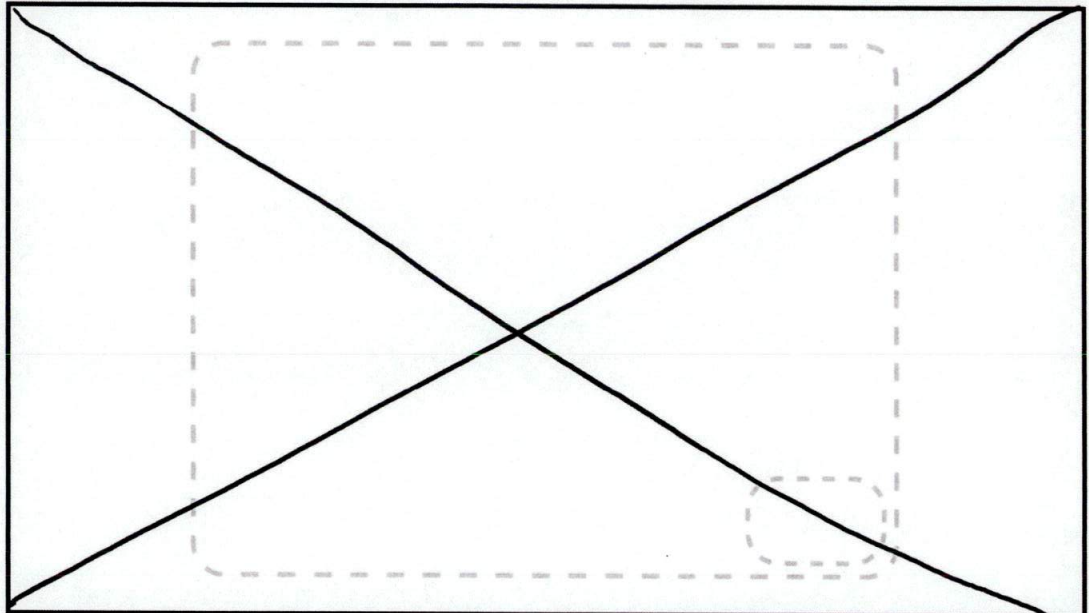
ADVENTURE TIME



Sc. 71 *cont* Pnl. I Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: <div>(like a hawk)</div>
Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

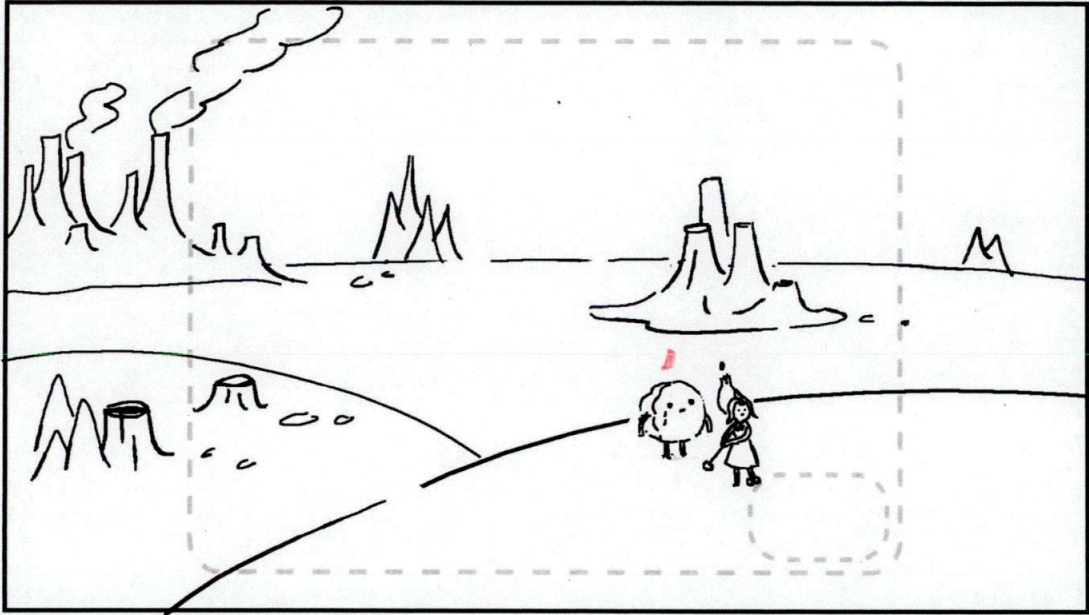
1034/242



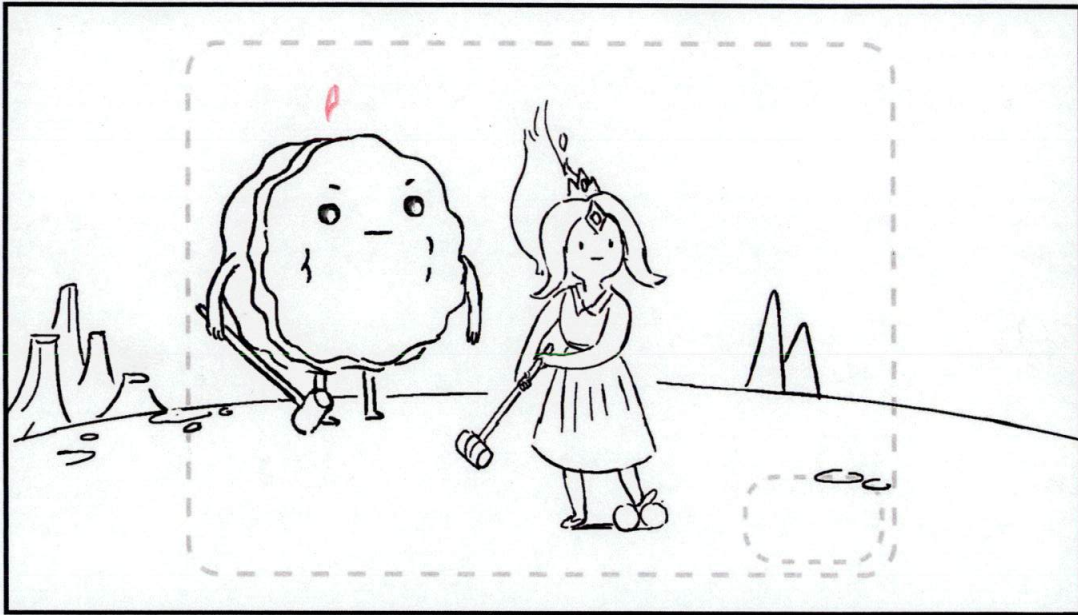
ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:
Action: - EXT. FIELD NEAR FIRE KINGDOM. (FP and CB playing croquet)
Timing:

DEC 02 2015

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EPISODE #

1034/242

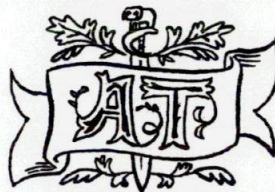
Production:

1034/242

1034/242



# ADVENTURE TIME

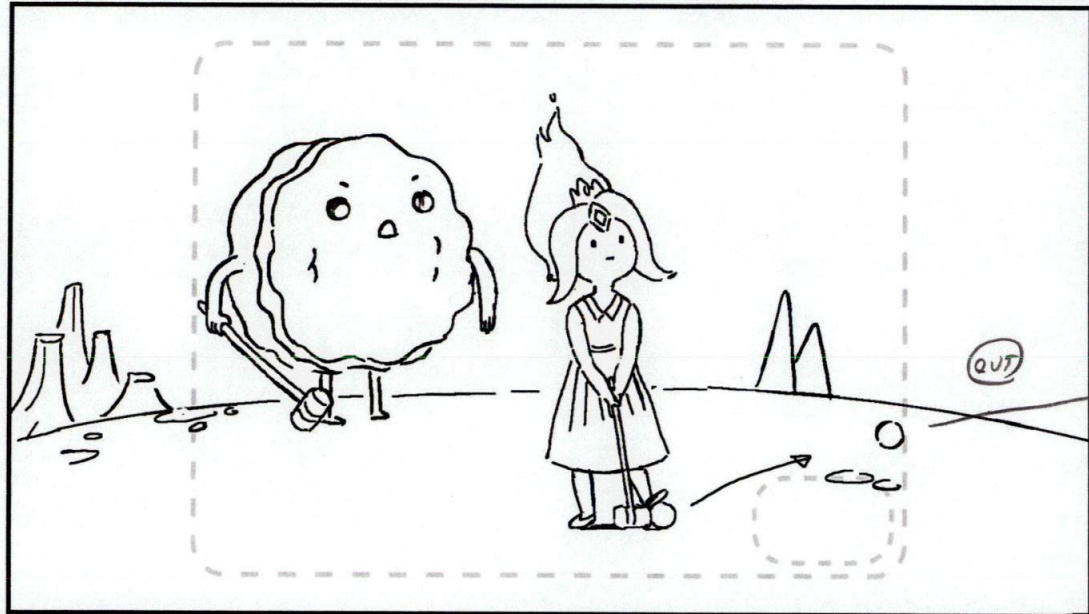


Page 133

Sc. 73 *cont* Pnl. B

Bg.

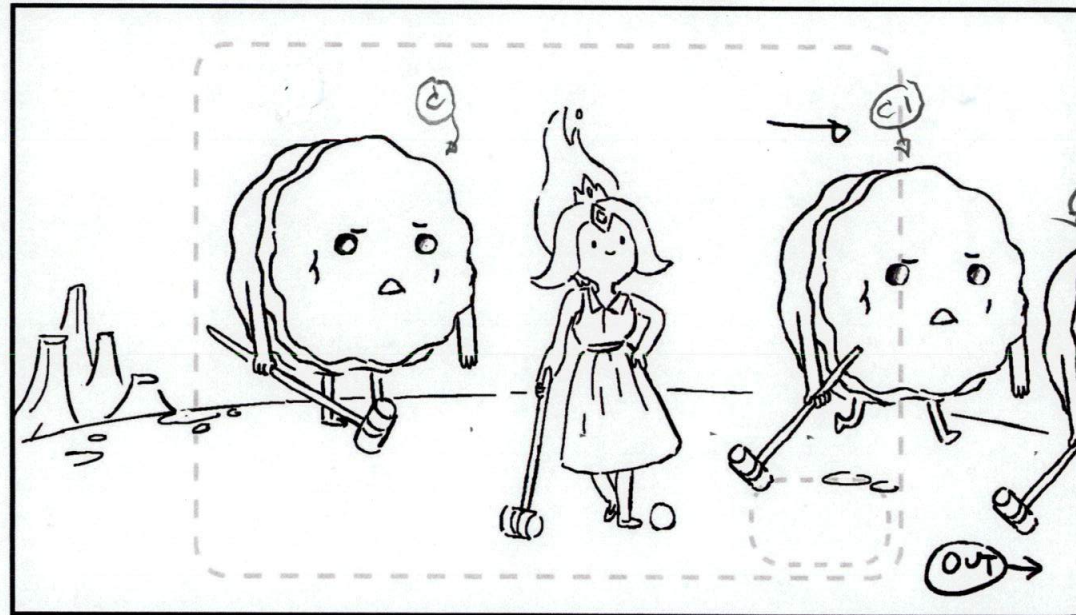
day night



Sc. 73 *cont* Pnl. C

Bg.

day night



Dialog:

SFX:  
\* CLKK \*

Action:

- CBS BALL FLIES OFF/S.

- CB WALKS OFF/S DISAPPOINTED.

DEC 02 2015

Timing:

EPISODE #

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Production:

1034/242

1034/242



# ADVENTURE TIME

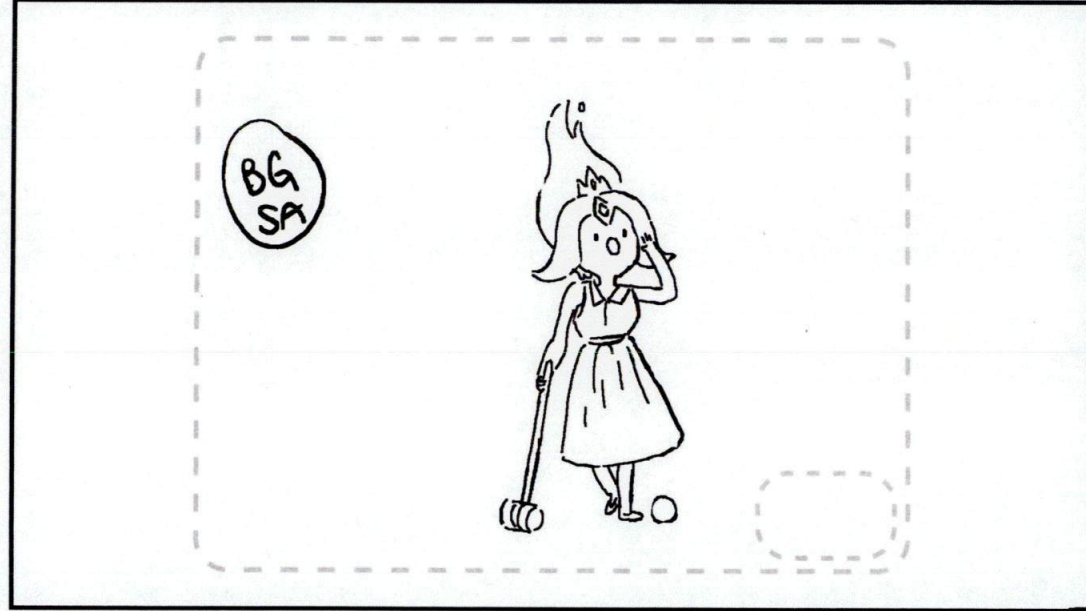


Page 134

Sc. 73 CONT Pnl. D

Bg.

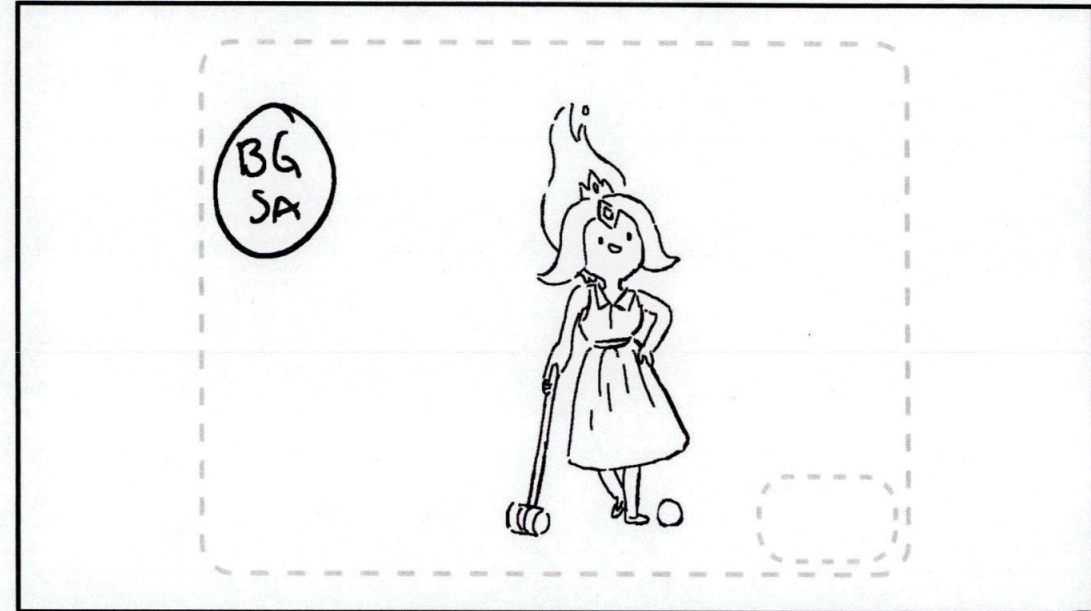
day night



Sc. 73 CONT Pnl. E

Bg.

day night



Dialog:

PRINCESS FLAME : send me a postcard when you get there!

FP / heheh

Action:

-FP LEANS ON Mallet.

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242



1034/242

# ADVENTURE TIME

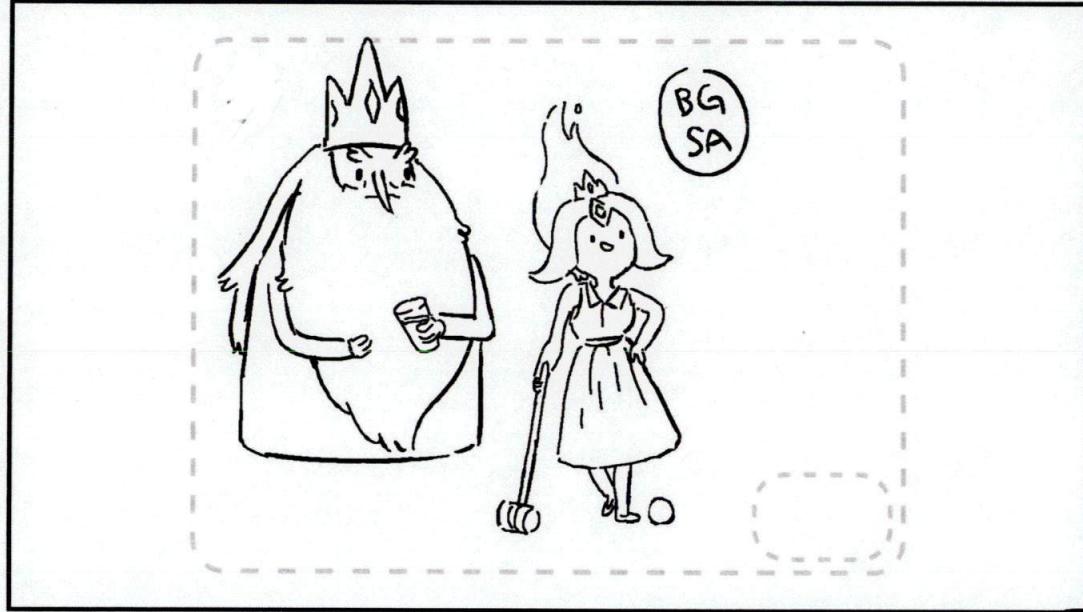


Page 135

Sc. 73 cont Pnl. F

Bg.

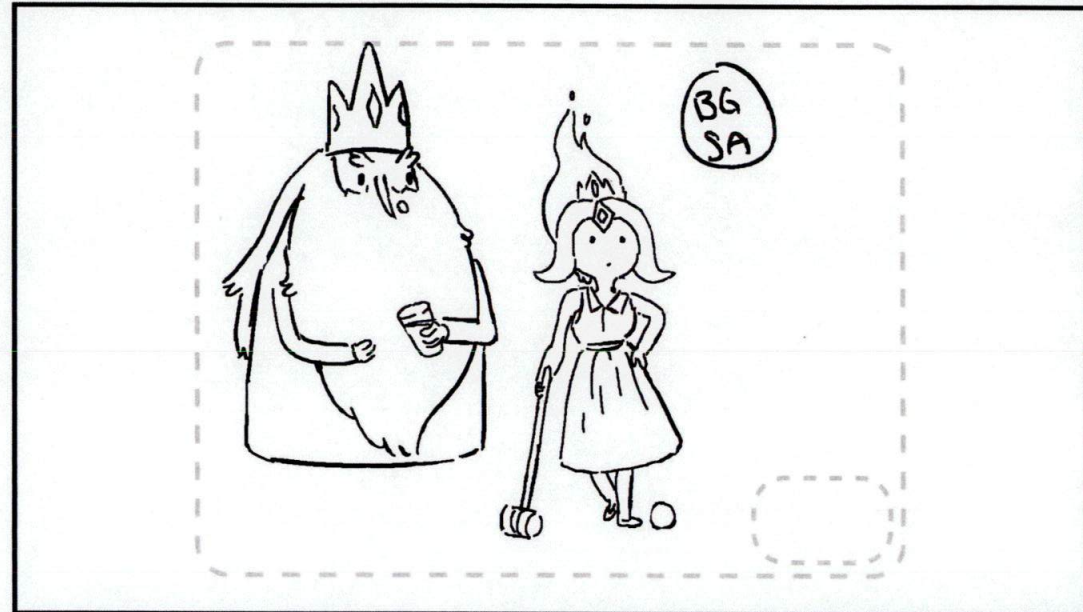
day night



Sc. 73 cont Pnl. G

Bg.

day night



Dialog:

IK / hey.

Action:

(IK appears behind her)  
(holding a glass of water)

Timing:



DEC 02 2015

1034-242

EPISODE #

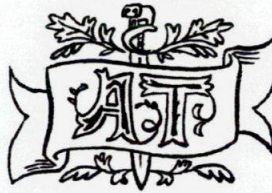
1034/242

Production:

1034/242



# ADVENTURE TIME

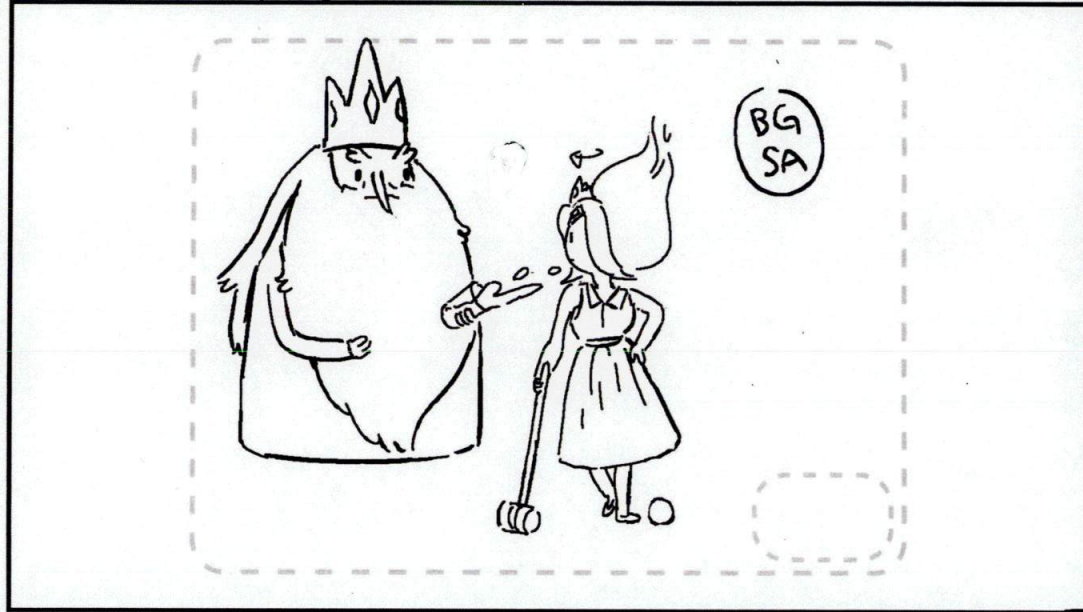


Page 136

Sc. 73 CONT Pnl. H

Bg.

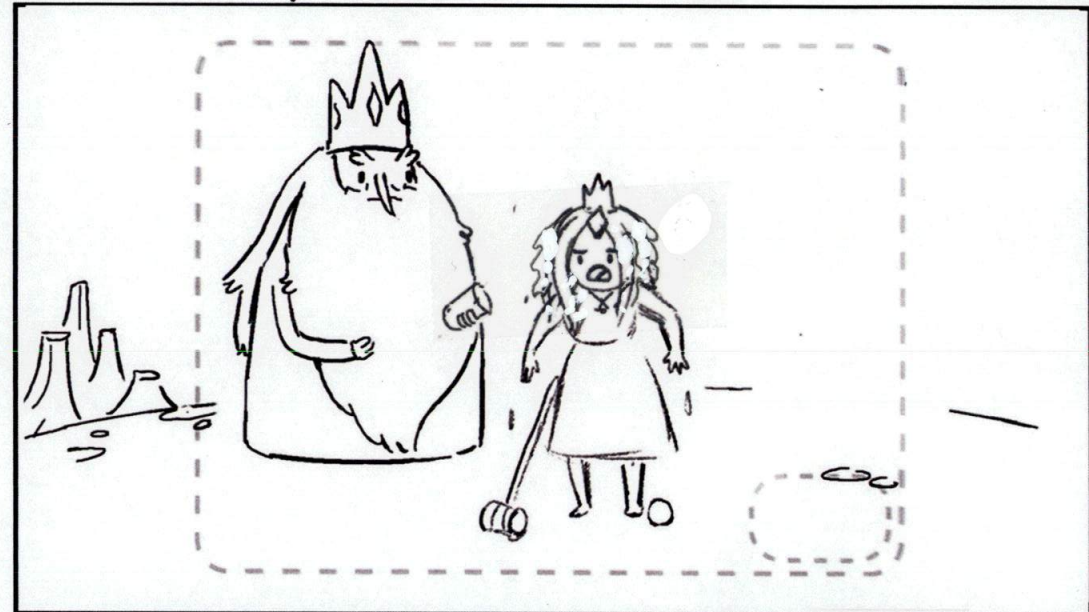
day night



Sc. 73 CONT Pnl. I

Bg.

day night



Dialog:

SFX:  
\*SPHH \*

FP/ Ahhh!

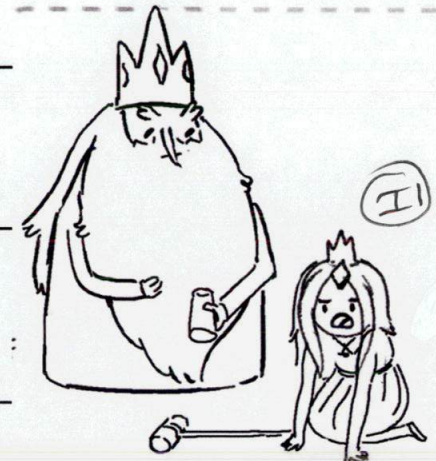
Action:

(IK throws water in FP's Face)

- FP FALLS TO HER KNEES  
GOES TO 'COOL' PALETTE.

Timing:

DEC 02 2015



Production:

EPISODE #

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1034/242

1034/242

1034/242



# ADVENTURE TIME

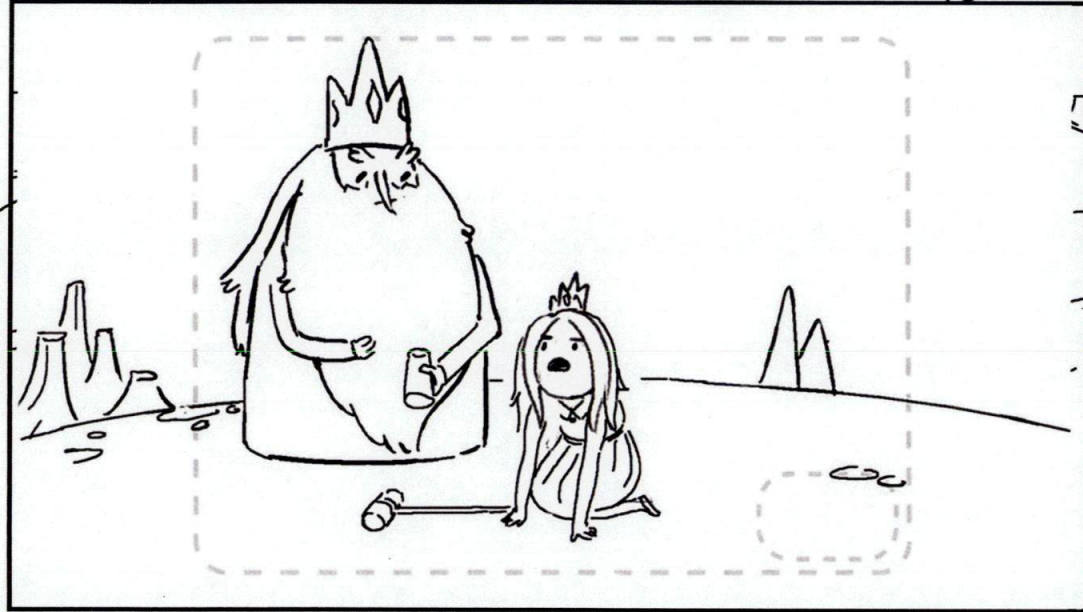


Page 137

Sc. 73 *CONT* Pnl. J

Bg.

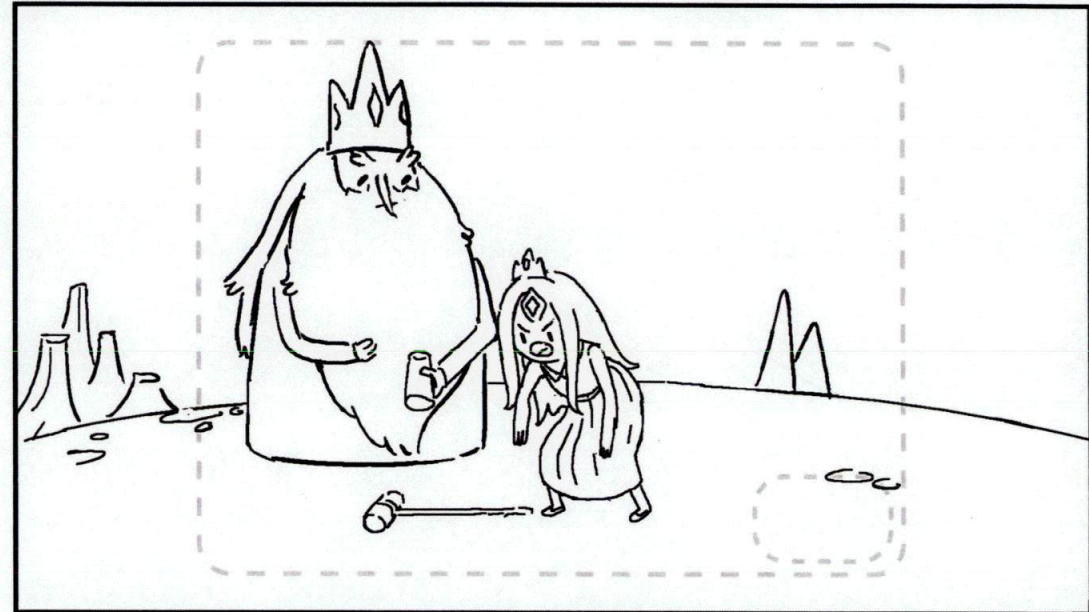
day night



Sc. 73 *CONT* Pnl. K

Bg.

day night



Dialog: FP: ILE KING...

SFX: \*SSS\*

Action: (CB concentrating on ball)

- FP RISES.

DEC 02 2015

Timing:

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Production:

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1034/242



# ADVENTURE TIME

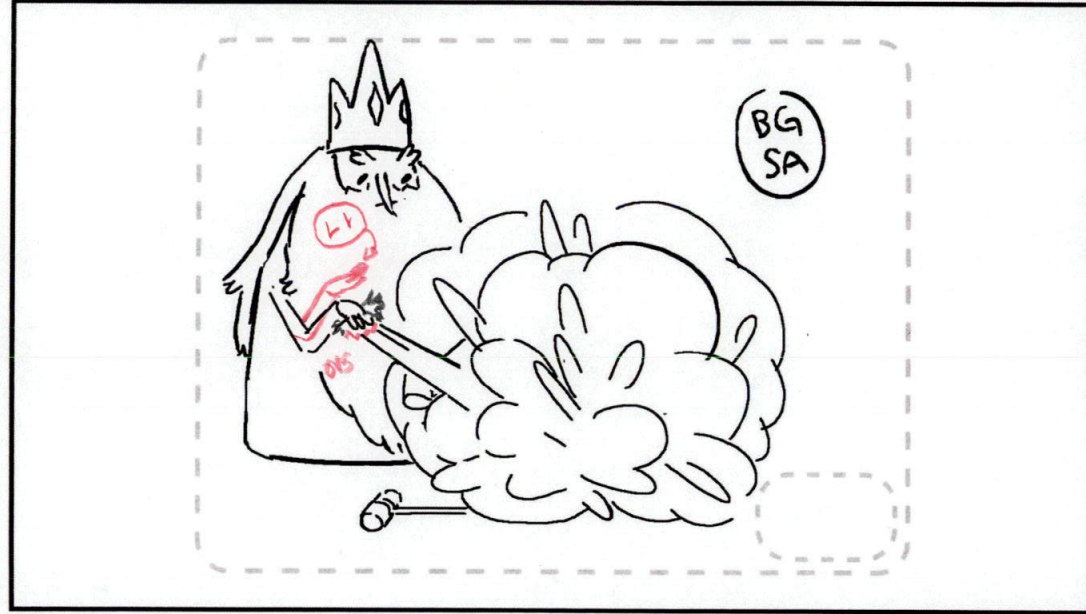


Page 138

Sc. 73 *cont* Pnl. L

Bg.

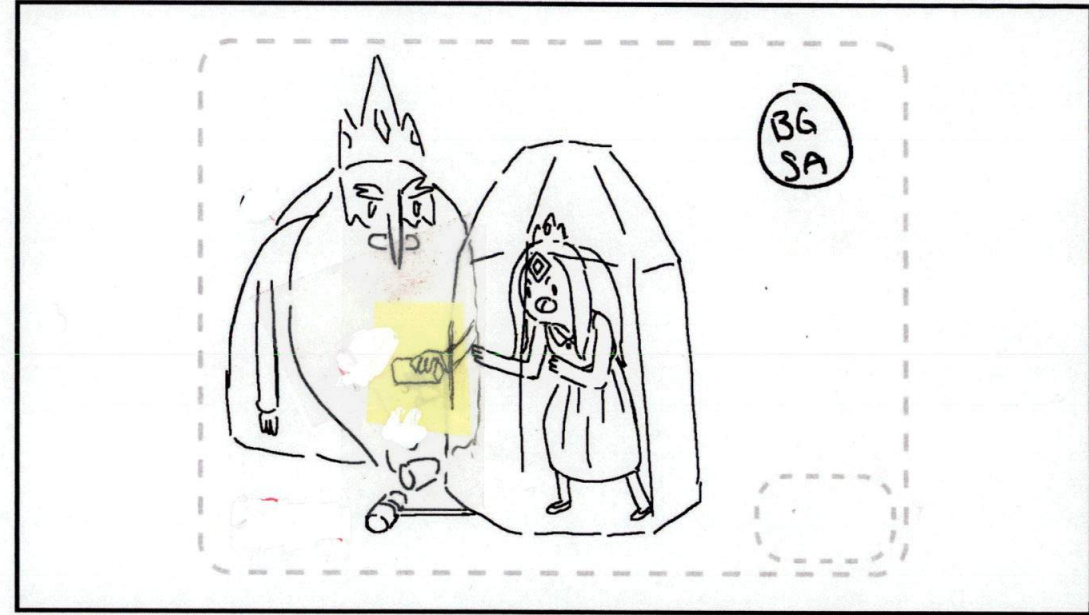
day night



Sc. 73 *cont* Pnl. M

Bg.

day night



Dialog:

IK / hold that thought.

Action:

< blast >

- FP ENCASED IN ICE.

Timing:

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EPISODE #

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Production:

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# ADVENTURE TIME



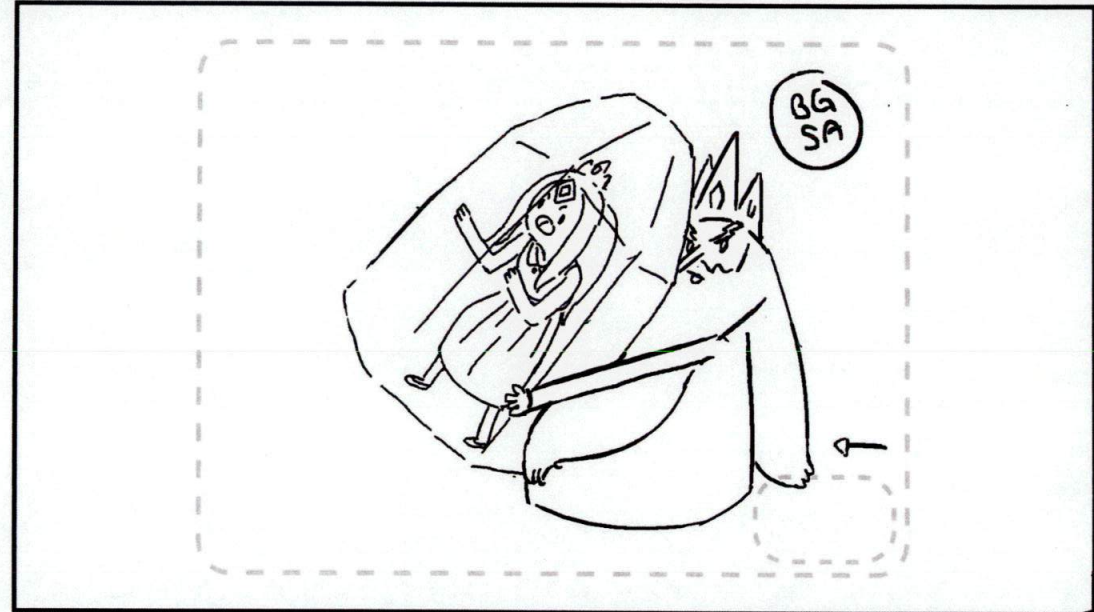
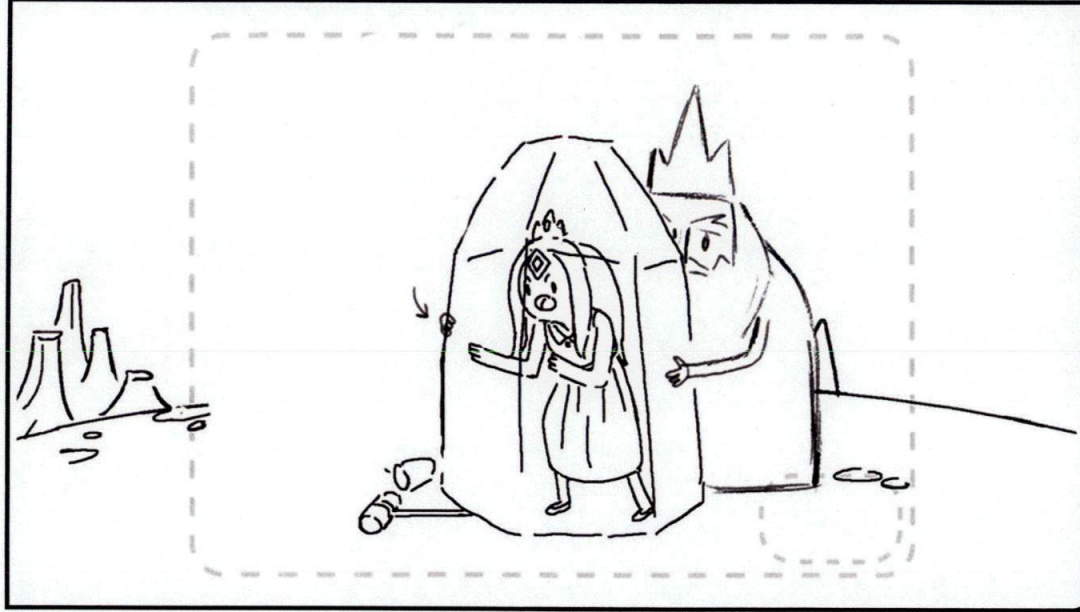
NO SC'S  
74-76

Page **139**  
NO PG/40  
day night

Sc. 73 *CONT* Pnl. N Bg.

day night

Sc. 73 *CONT* Pnl. O Bg.



1034-242

EPISODE #

1034/242

Production:

1034/242

Dialog:

IK / harrung!

Action:

-IK PICKS UP FP.

DEC 02 2015

Timing:

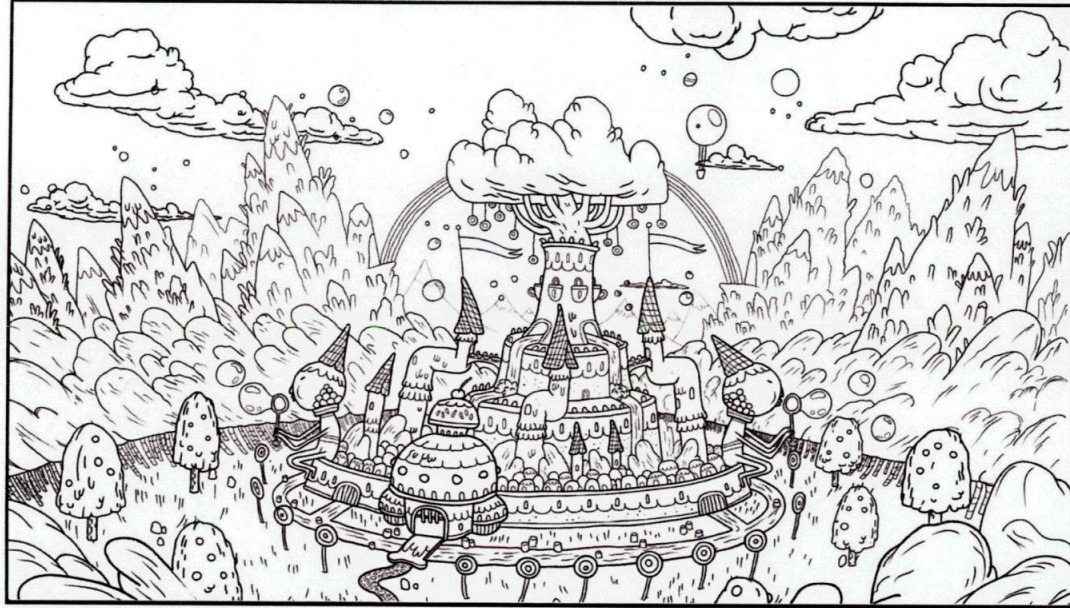


# ADVENTURE TIME

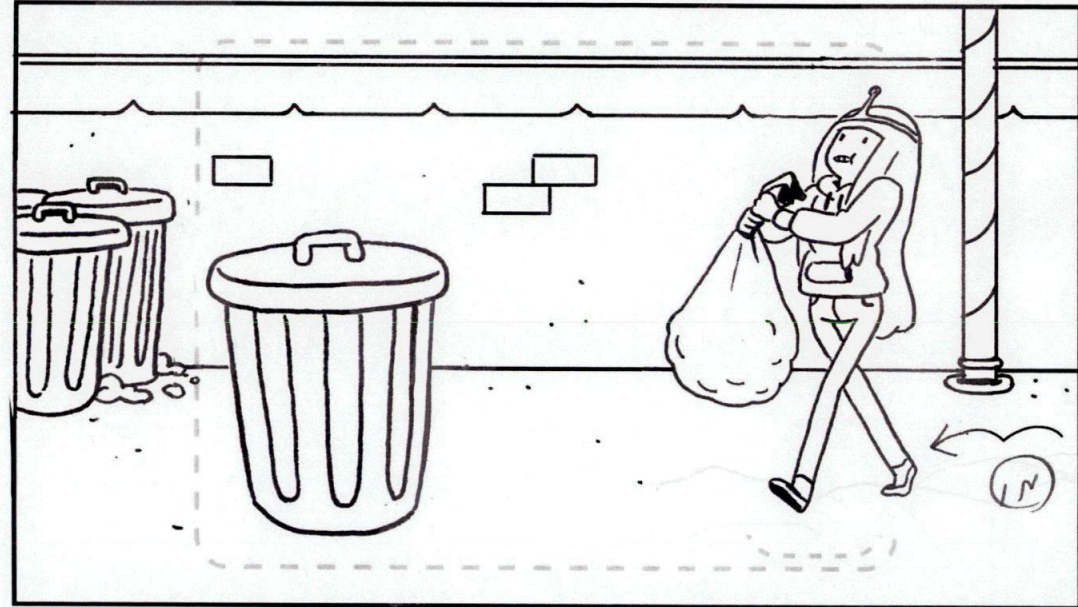


Page 141

Sc. 77 Pnl. A Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

Action:

Ext. Shot of Candy Kingdom

- PB IN CANDY KINGDOM ALLEY  
TAKING OUT TRASH

DEC 02 2015

Timing:

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EPISODE #

1034/242

Production:

1034/242



# ADVENTURE TIME



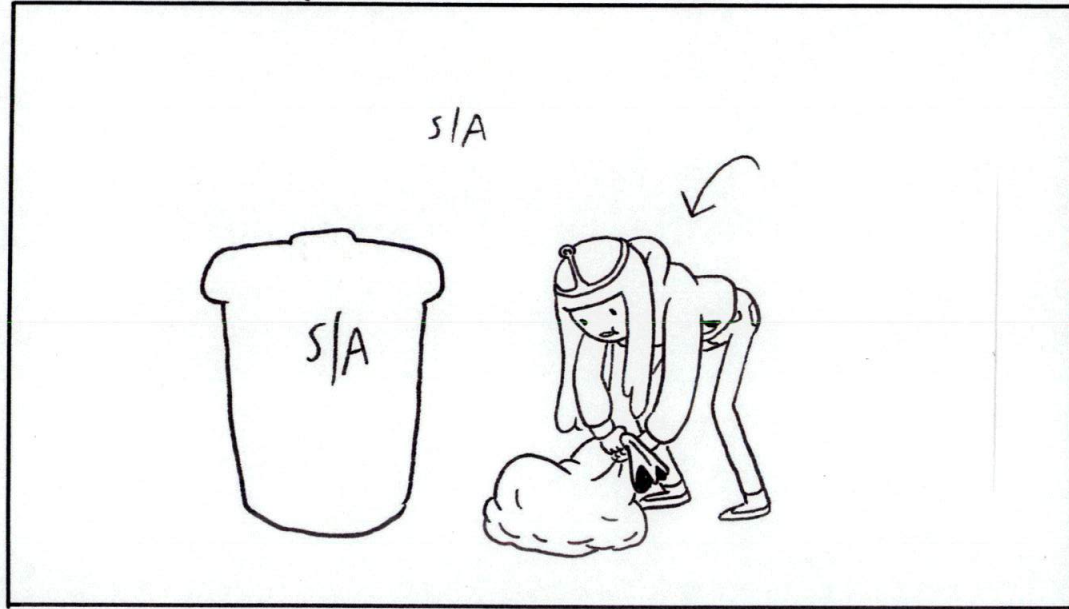
Page 142

Sc. 78 CONT Pnl. B Bg.

day night

Sc. 78 CONT Pnl. C Bg.

day night



Dialog:

Action:

- PB PUTS TRASH DOWN

Timing:

PRINCESS  
BUBBLEGUM : [ SMALL SIGH ]

- PB WIPES HER BROW



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

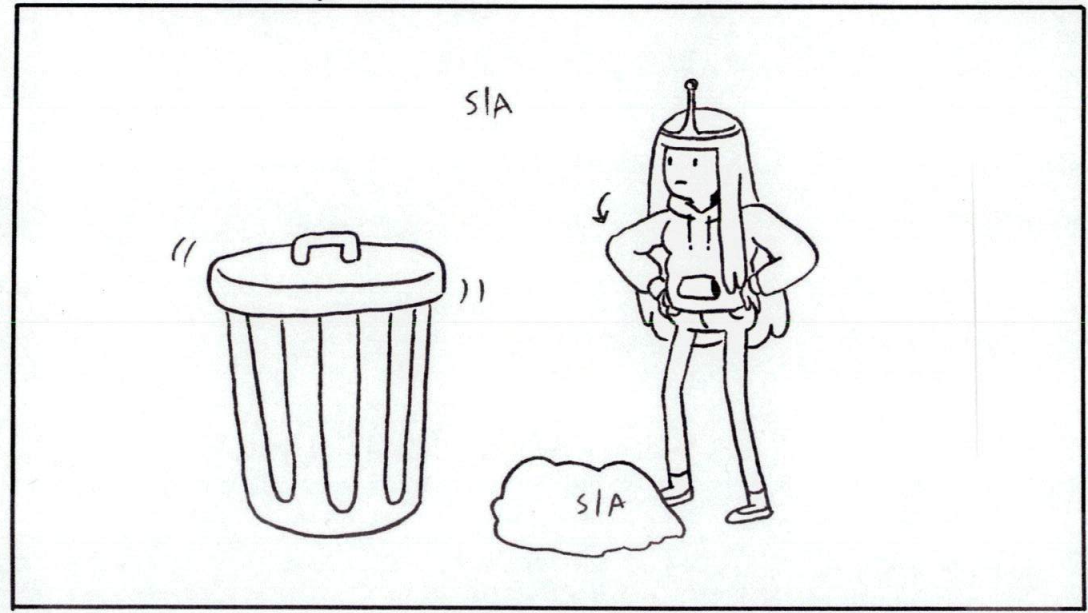


# ADVENTURE TIME



Page 143

Sc. 78 cont Pnl. D Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:	<p><u>SFX</u>: (* rattle rattle *)</p>
Action:	
Timing:	

- PB NOTICES LID RATTLING

DEC 02 2015

EPISODE # **1034-242**

Production:

1034/242

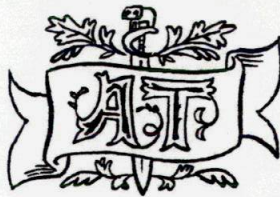
1034/242

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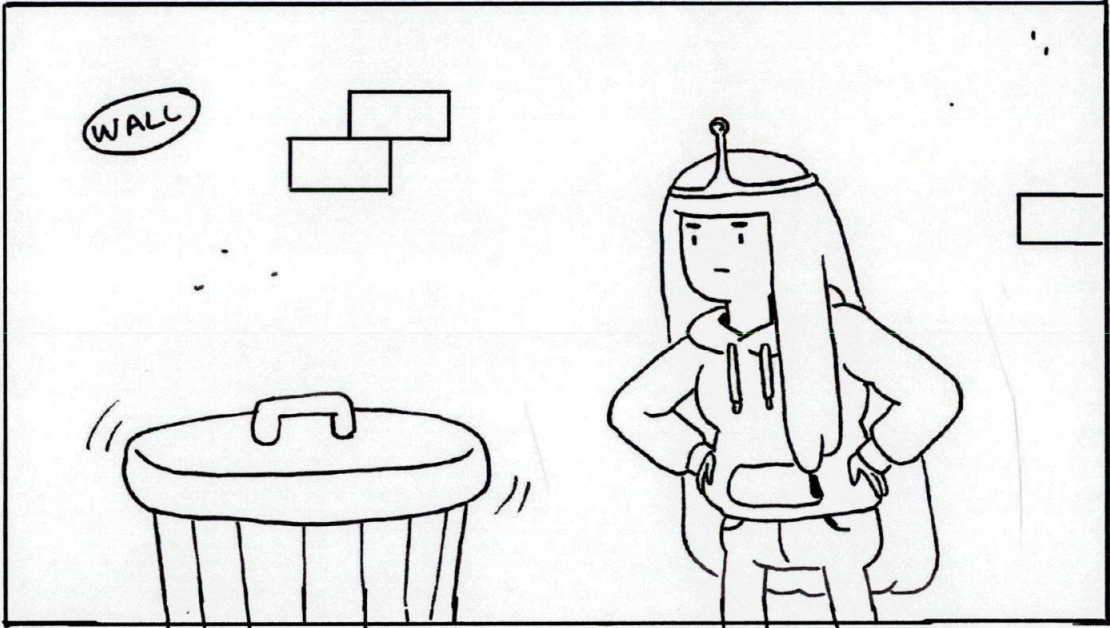
1034/242



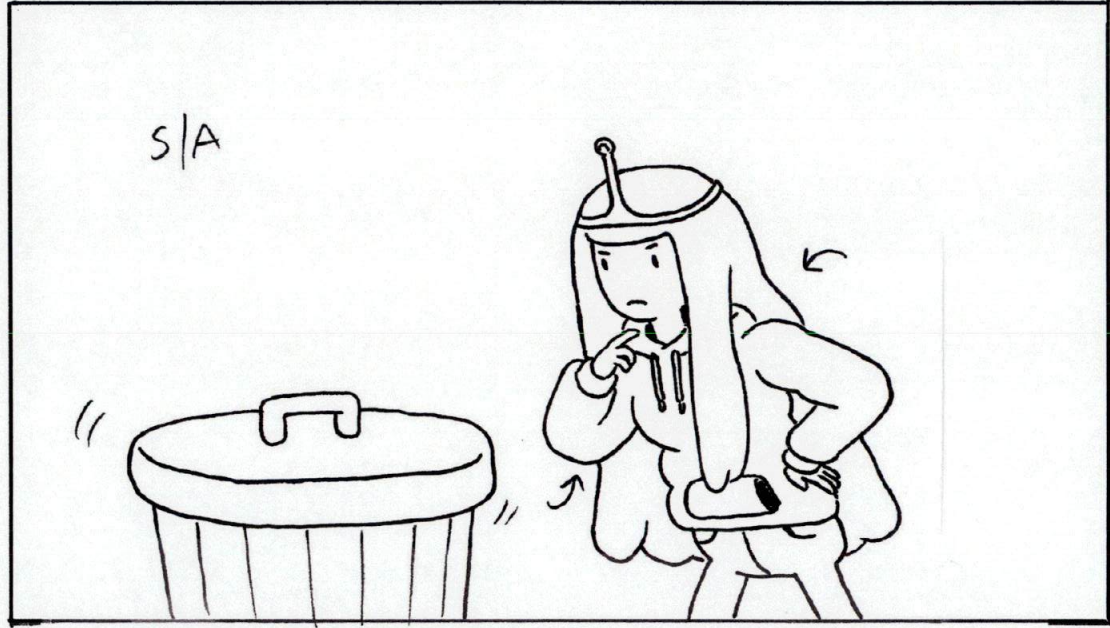
ADVENTURE TIME



Sc. 80 Pnl. A Bg. day night



Sc. 80 cont Pnl. B Bg. day night



Dialog:		
Action:	- SP - lid rattles	- PB LEANS OVER TO LOOK - lid rattles DEC 02 2015
Timing:		

1034-242

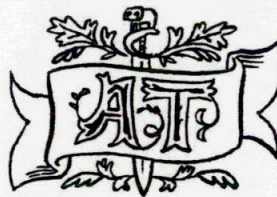
EPISODE #

1034/242

Production:



# ADVENTURE TIME

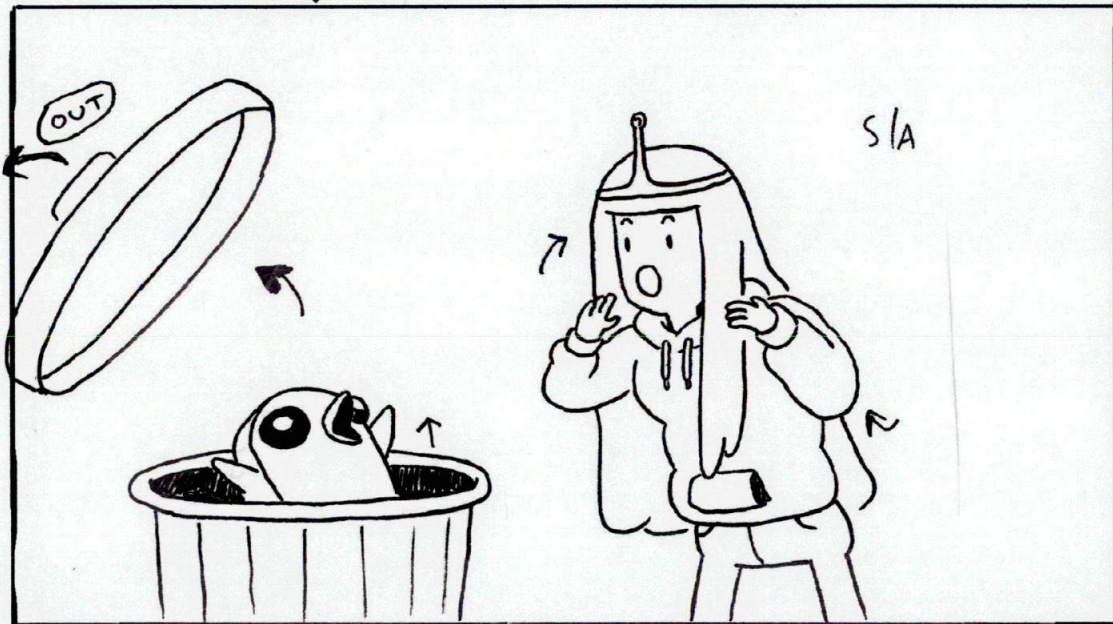


Page 145

Sc. 80 CONT Pnl. C

Bg.

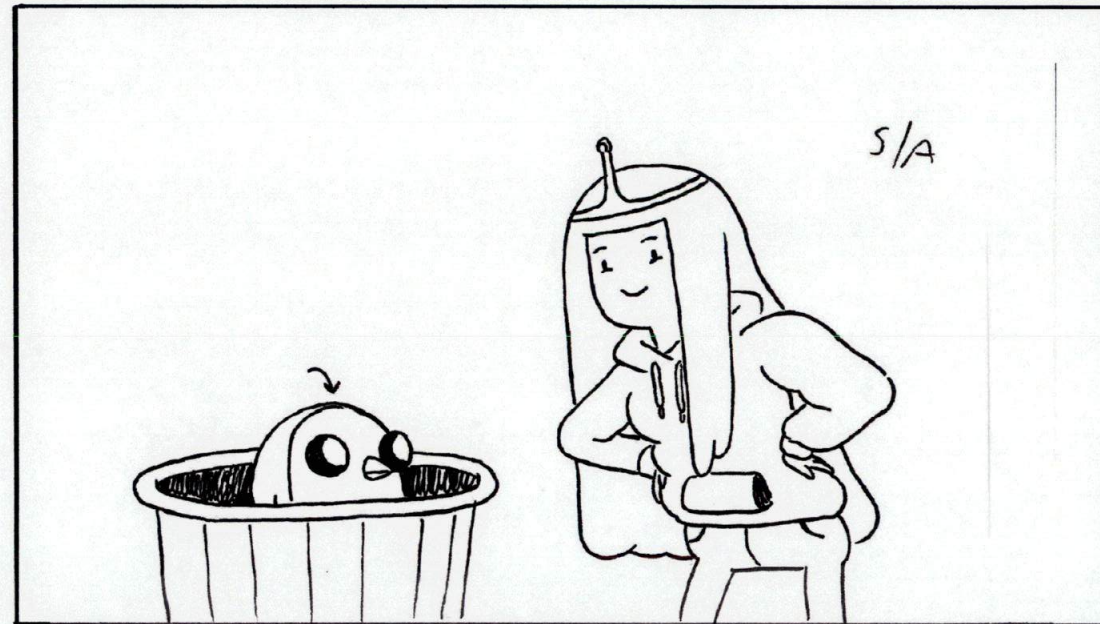
day night



Sc. 80 CONT Pnl. D

Bg.

day night



Dialog:

SFX: \* KLANG \*

Action:

- GUNTER POPS OUT  
- LID FLIES O/S

- PB REACTS & SMILES AT G.  
(RELIEVED/ OFF GUARD)

DEC 02 2013

Timing:

1034-242

EPISODE #

1034/242

Production:

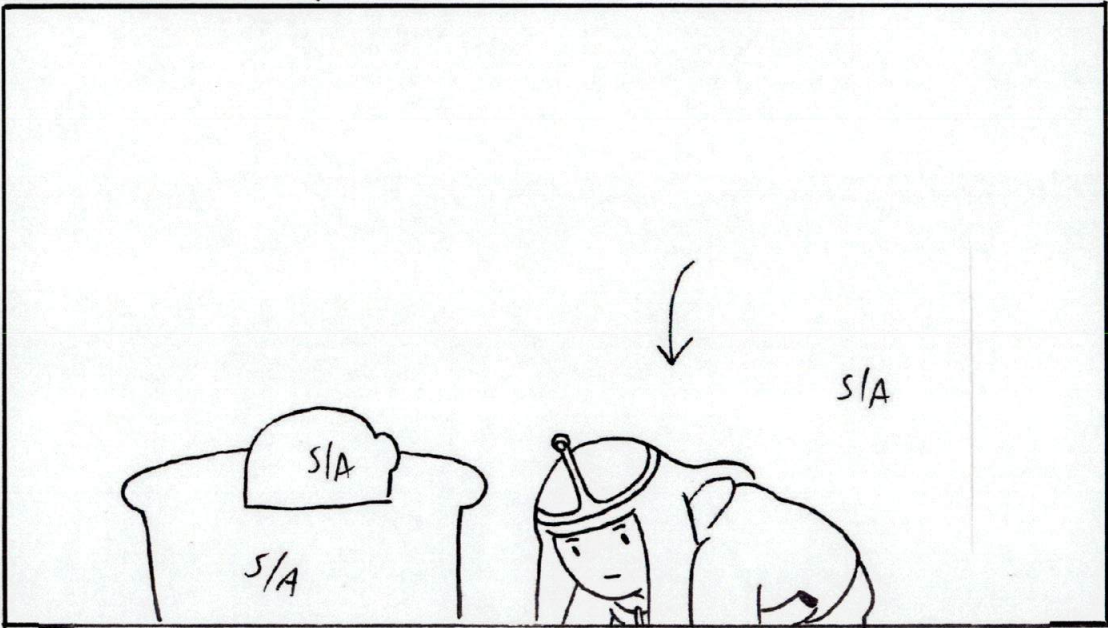


1034/242

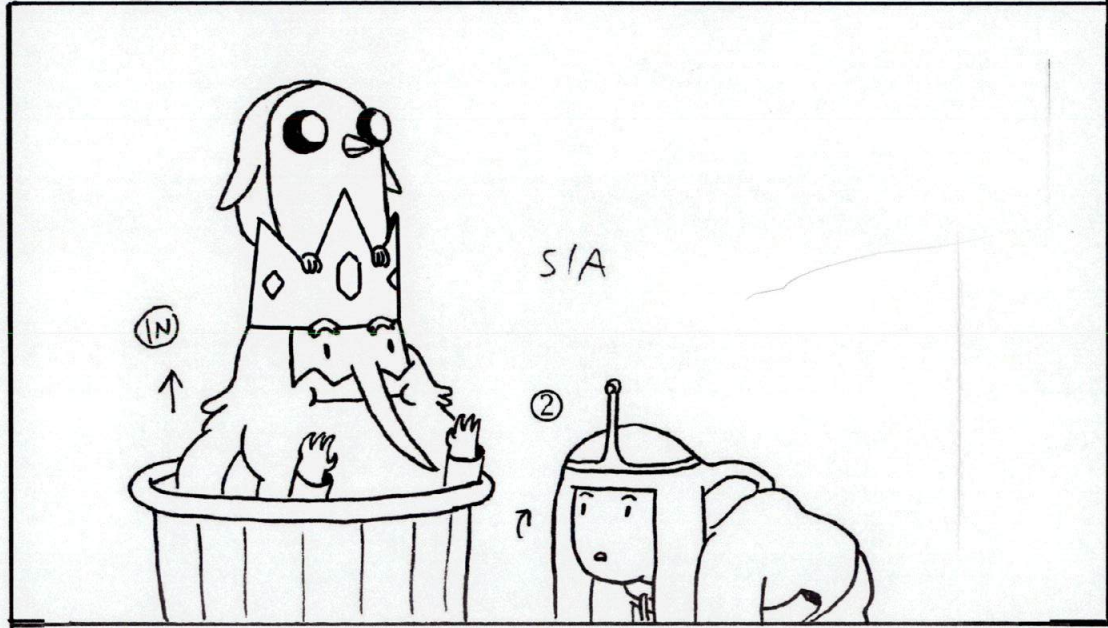
ADVENTURE TIME



Sc. 80 cont Pnl. E Bg. day night



Sc. 80 cont Pnl. F Bg. day night



Dialog:

Action: - PB BENDS OVER TO PICK UP THE BAG OF TRASH o/s  
- IK POPS IN FROM BOTTOM OF TRASH CAN  
- PB LOOKS UP DEC 0 0 00

Timing:

EPISODE # 1034-242

1034/242

Production:

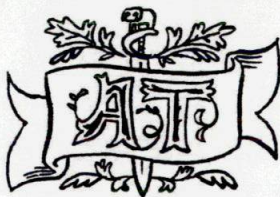


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ADVENTURE TIME

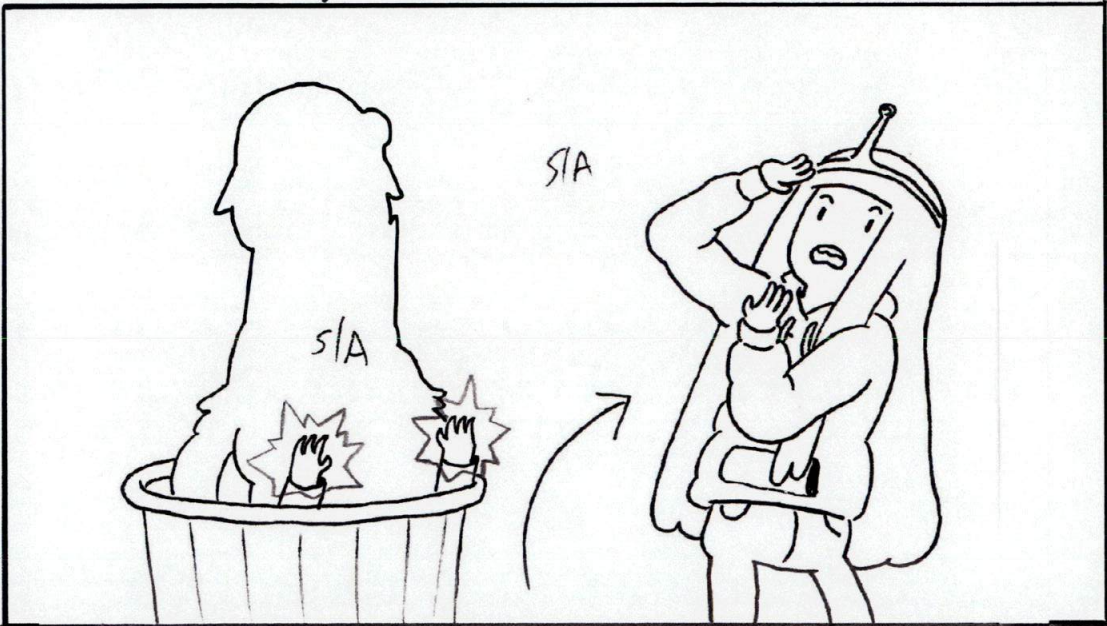


Page 147

Sc. 80 cont Pnl. G

Bg.

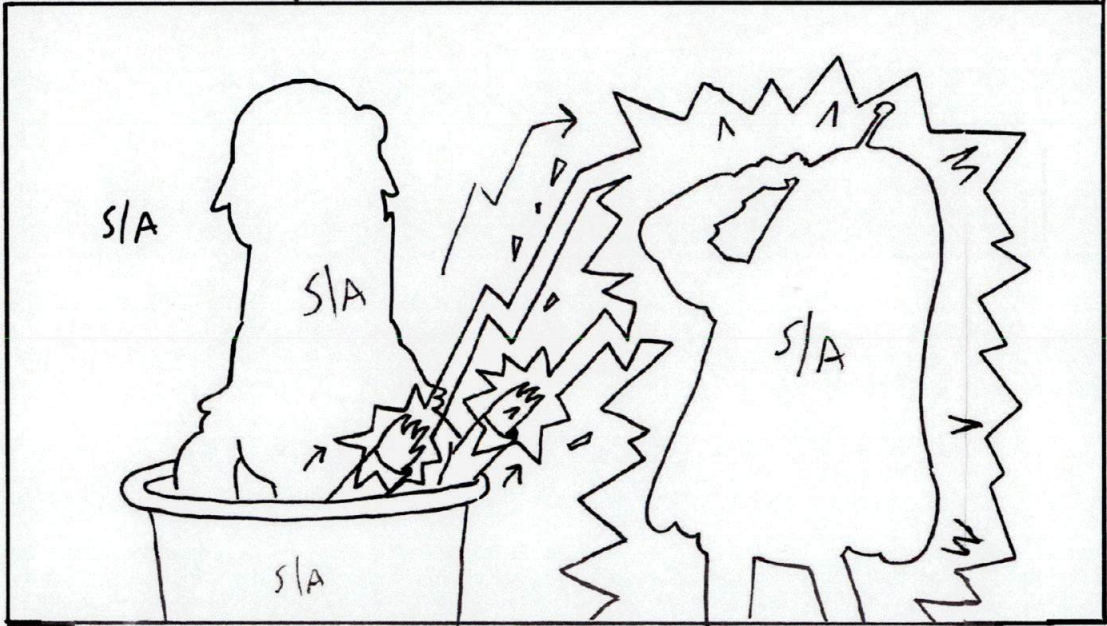
day night



Sc. 80 cont Pnl. H

Bg.

day night



Dialog:

SFX: \* SF SHH \*

Action: - PB STANDS & TRIES TO BLOCK  
- IK WARMS UP ICE POWER

- IK ICE BLASTS PB

DEC 02 2015

Timing:

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EPISODE #

1034/242

Production:

1034/242



# ADVENTURE TIME

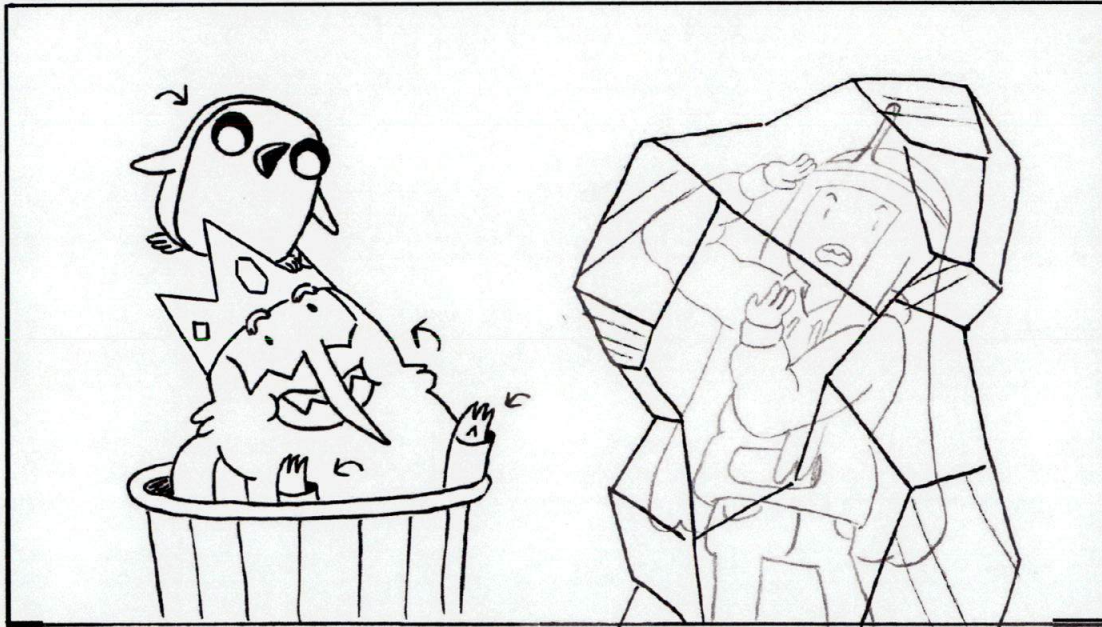


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Sc. 80 cont Pnl. I

Bg.

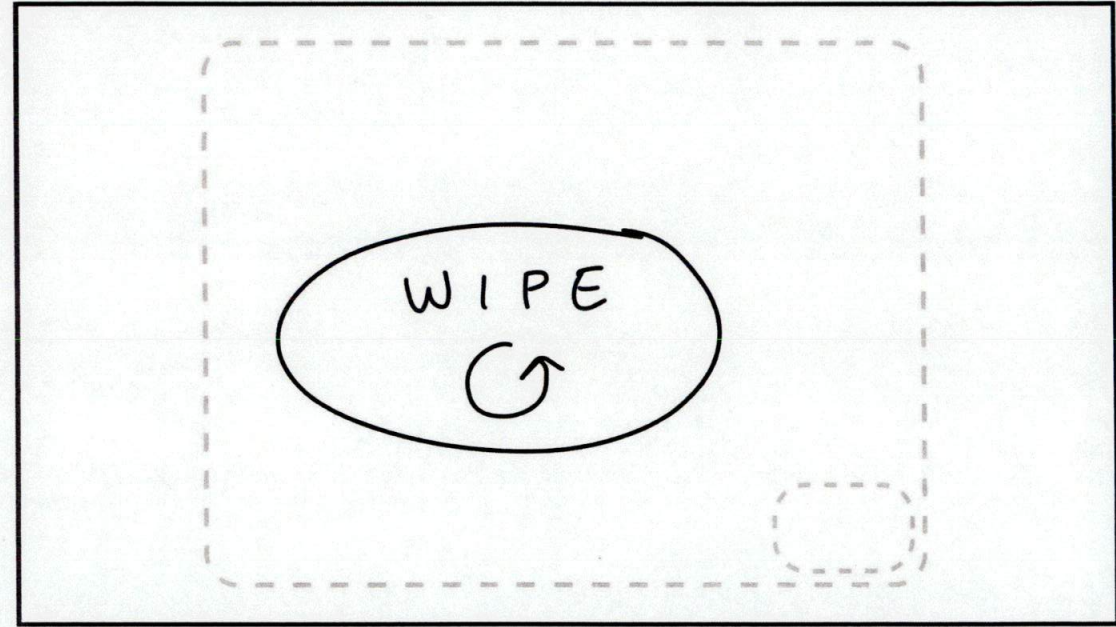
day night



Sc. 80 cont Pnl.

Bg.

day night



Dialog:

Action: - IK & GUNTER LOOK AT EACH OTHER  
- PB ENCASED IN ICE.

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242

1034/242



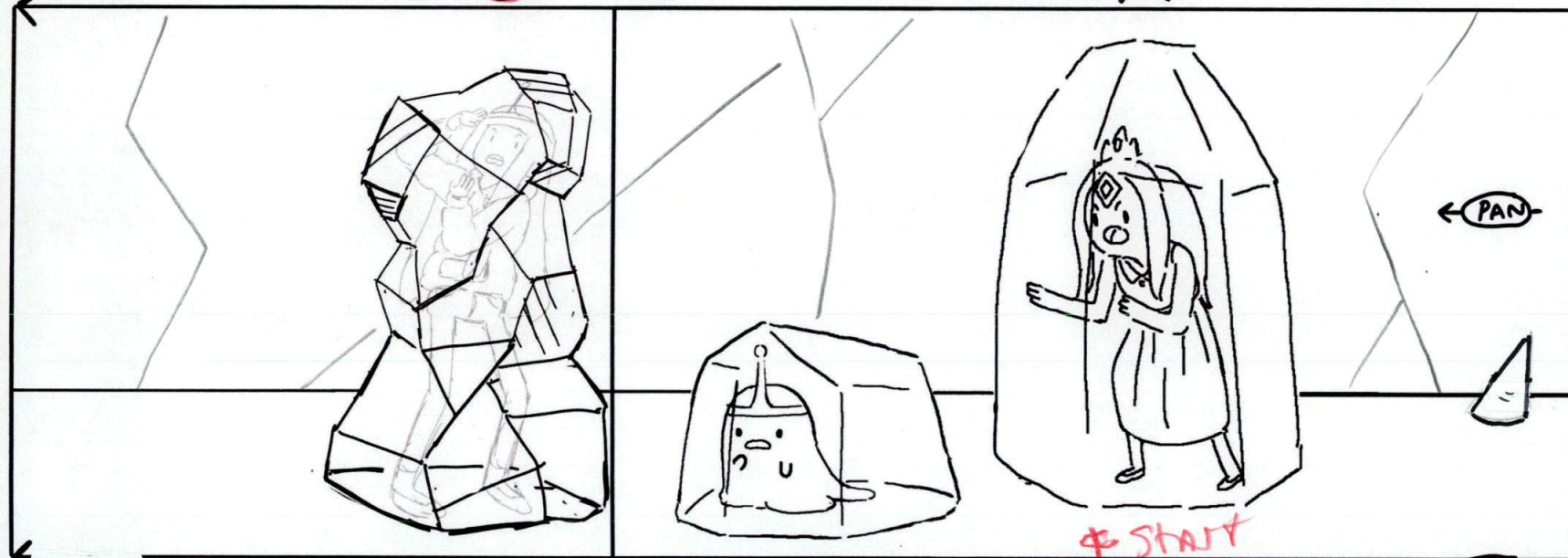
**day    night**

**B**

A

**Bg.**

**day    night**



Action: - PAN ACROSS FROZEN PRINCESSES.

**Timing:**

**EPISODE #**

1034/242

**Production:**

1034/242



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# ADVENTURE TIME



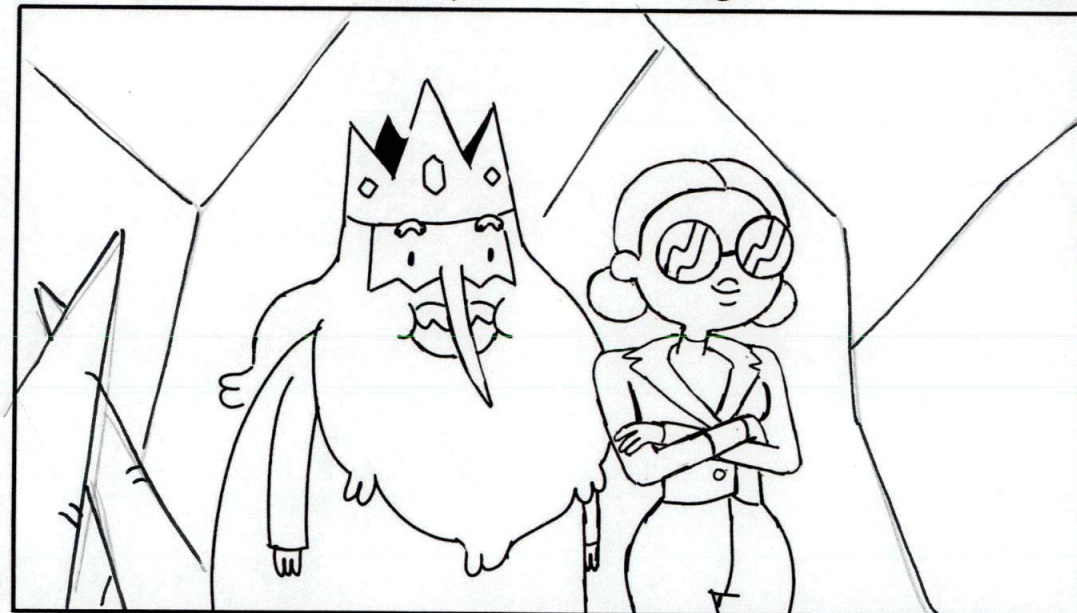
Page 150

Sc. 82

Pnl. A

Bg.

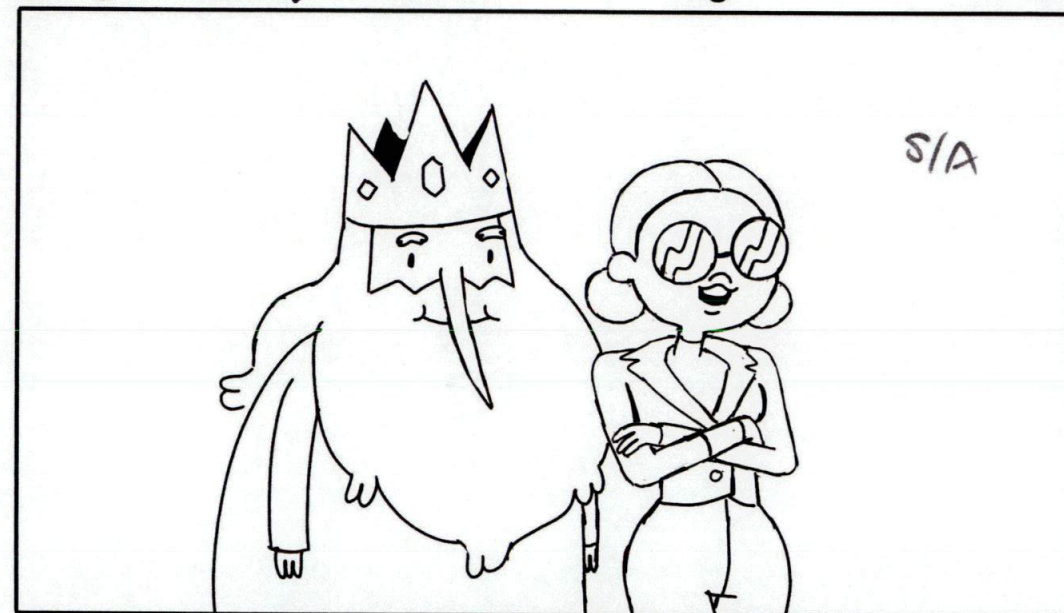
day night



Sc. 82 cont Pnl. B

Bg.

day night



Dialog: IK: Thanks!

P: The pink one, how old is she?

Action:

Timing:

DEC 02 2015

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EPISODE #

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Production:

1034/242



# ADVENTURE TIME



Page 151

Sc. 82 CONT Pnl. C

Bg.

day night



Sc. 82 CONT Pnl. D

Bg.

day night



Dialog: P: Like 18? 19?

IK: Uh... yeah... sort of...

Action:

DEC 02 2015

Timing:

1034-242

EPISODE #

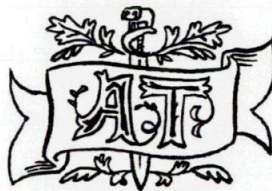
1034/242

Production:

1034/242



# ADVENTURE TIME

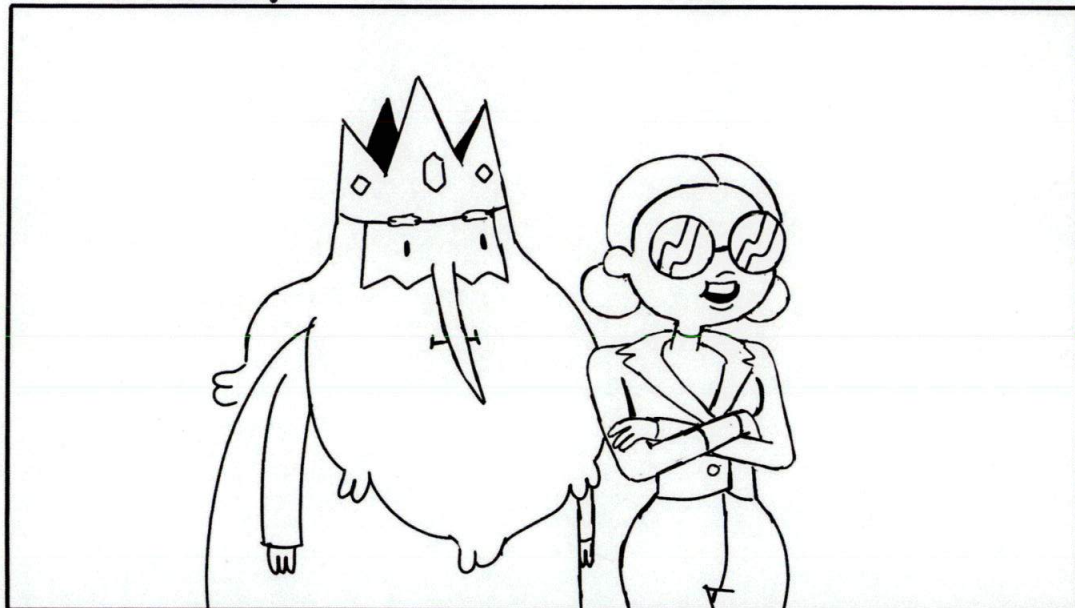


Page 152

Sc. 82 cont Pnl. E

Bg.

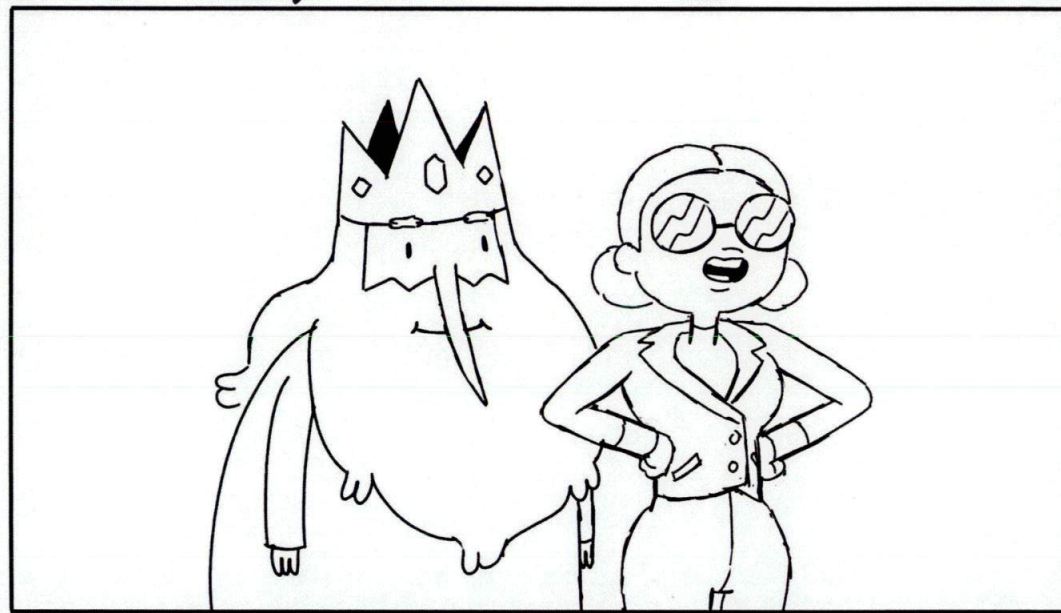
day night



Sc. 82 cont Pnl. F

Bg.

day night



Dialog: P: heh, I remember being 18. I'm 28. Lech. P: okay, I wanna talk to 'em.

Action:

Timing:



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EPISODE #

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Production:

1034/242

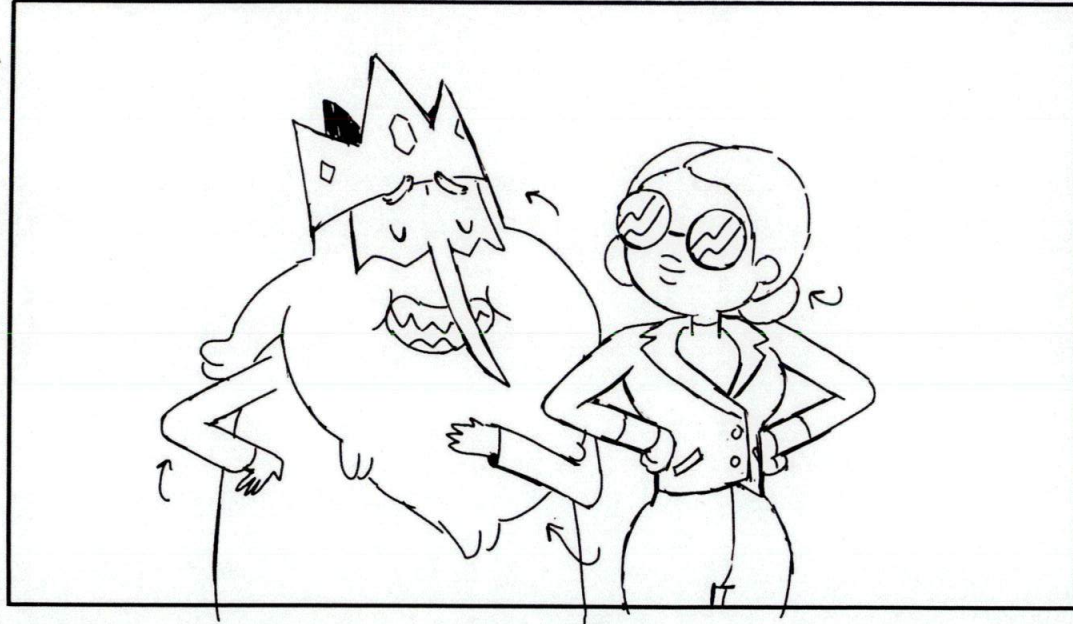


# ADVENTURE TIME

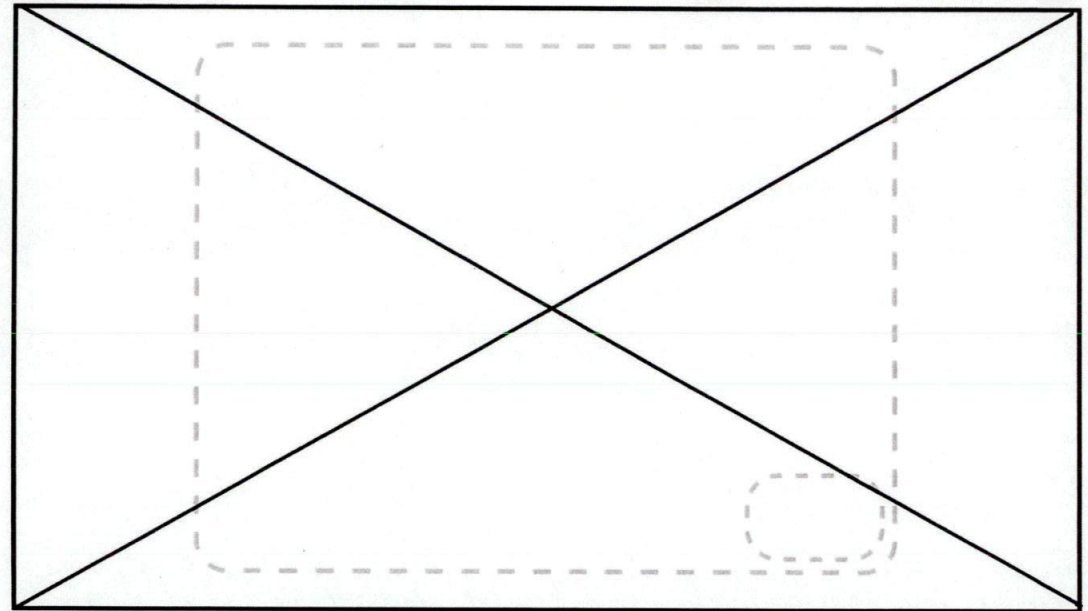


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Sc. 82 cont Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>Ik</u> : Allowww me!
Action:	
Timing:	DEC 0 2 2015

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Production:

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1034/242



1034/242

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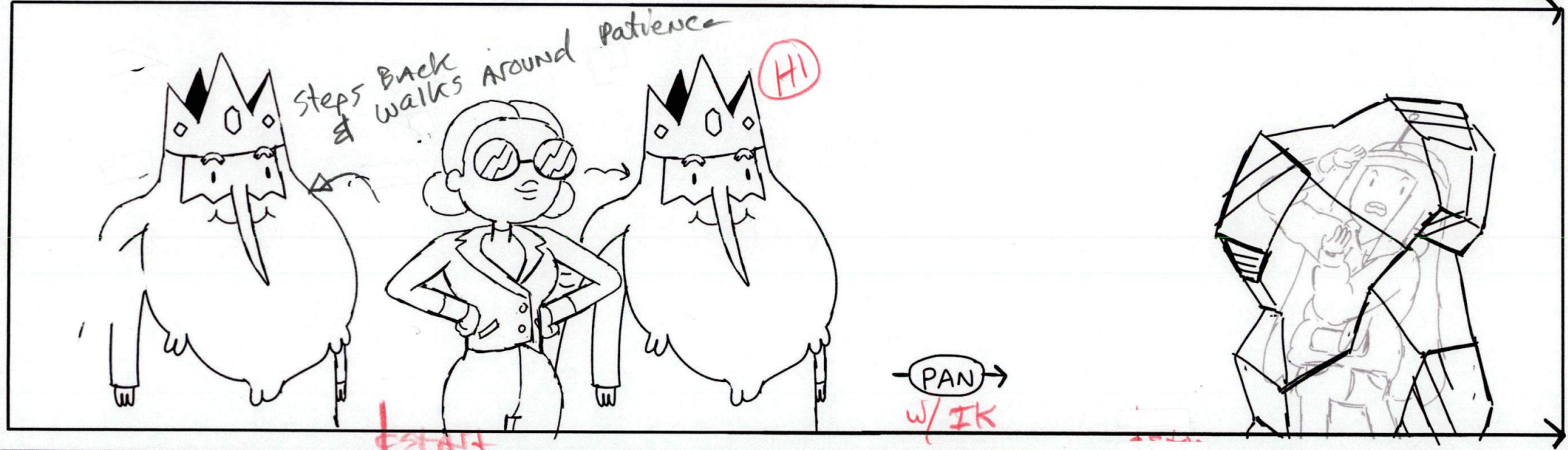
# ADVENTURE TIME



Page **154**

Sc. **82 CONT** Pnl. **H**

day night



Dialog:	
Action:	<p><u>CAM ADJ</u> →</p> <p>- IK WALKS OVER TO PB'S ice block - camera follows IK</p>
Timing:	

DEC 02 2010

EPISODE # 1034-242

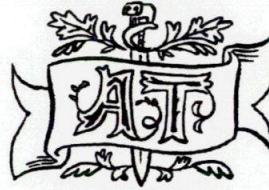
Production:

1034/242

1034/242



# ADVENTURE TIME

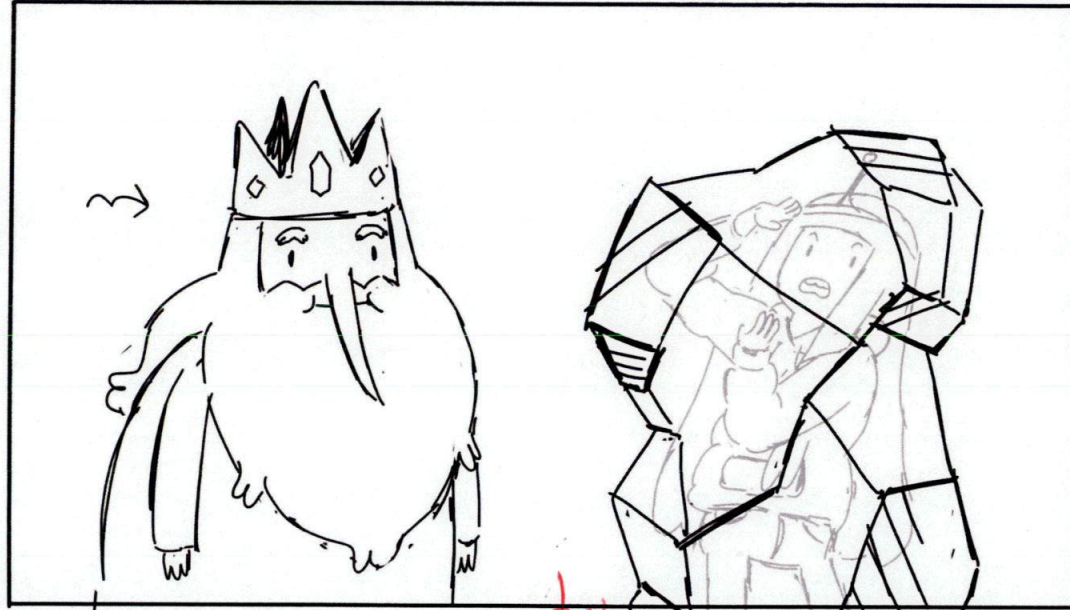


Page **155**

Sc. **82 cont** Pnl. **I**

Bg.

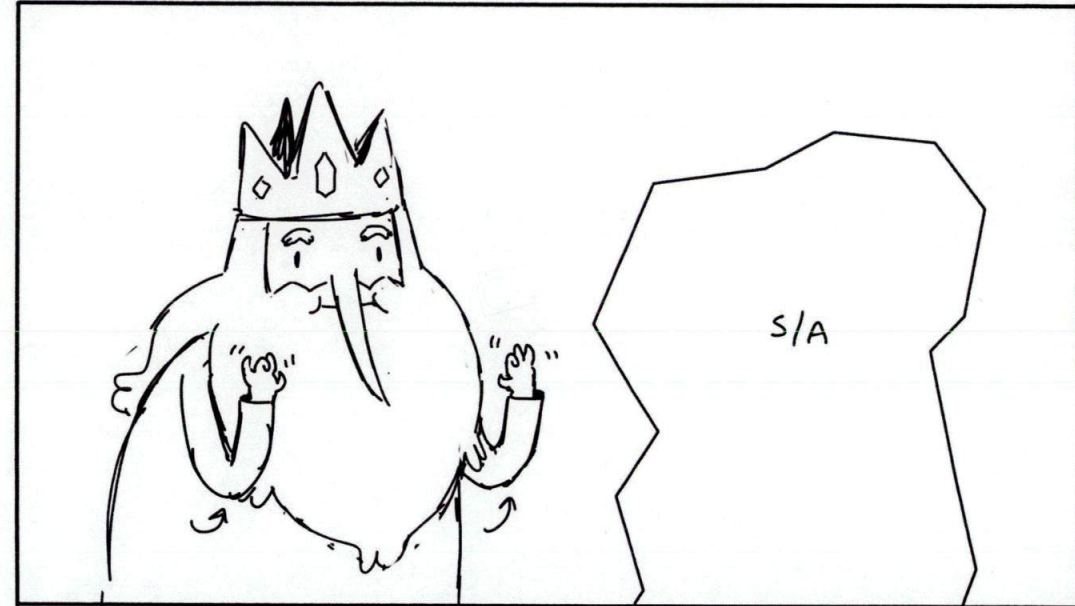
day night



Sc. **82 cont** Pnl. **J**

Bg.

day night



Dialog:

Action:

- END PAN  
- IK WALKS OVER TO FROZEN PB

- IK WIGGLES HIS FINGERS  
TO STRETCH 'EM OUT

Timing:

- FINGER WIGGLE CYCLE

DEC 02 2015



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EPISODE #

1034/242

Production:

1034/242

1034/242



# ADVENTURE TIME

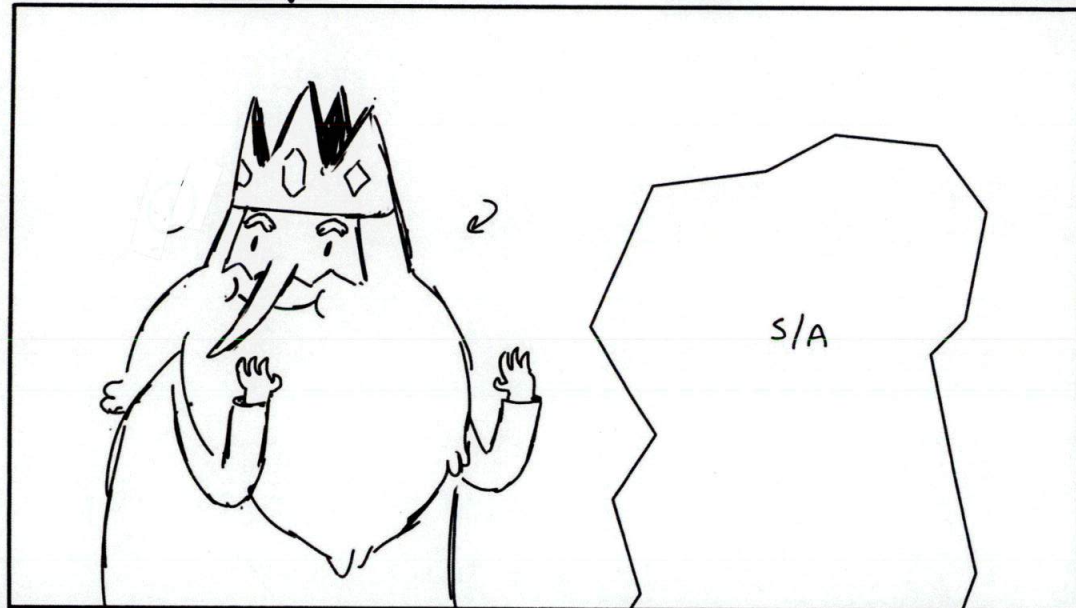


Page **156**

Sc. **82 CONT** Pnl. **K**

Bg.

day night



Sc. **82 CONT** Pnl. **L**

Bg.

day night



## Dialog:

## Action:

- IK TURNS TO LOOK BACK ATP.
- WAGGLES EYEBROWS

## Timing:



SFX: *\* V/WWWW \**

- IK STARTS UP ICE MAGIC

DEC 02 2015

EPISODE # 1034-242

Production:

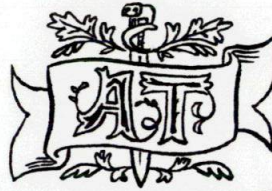
1034/242

1034/242



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# ADVENTURE TIME

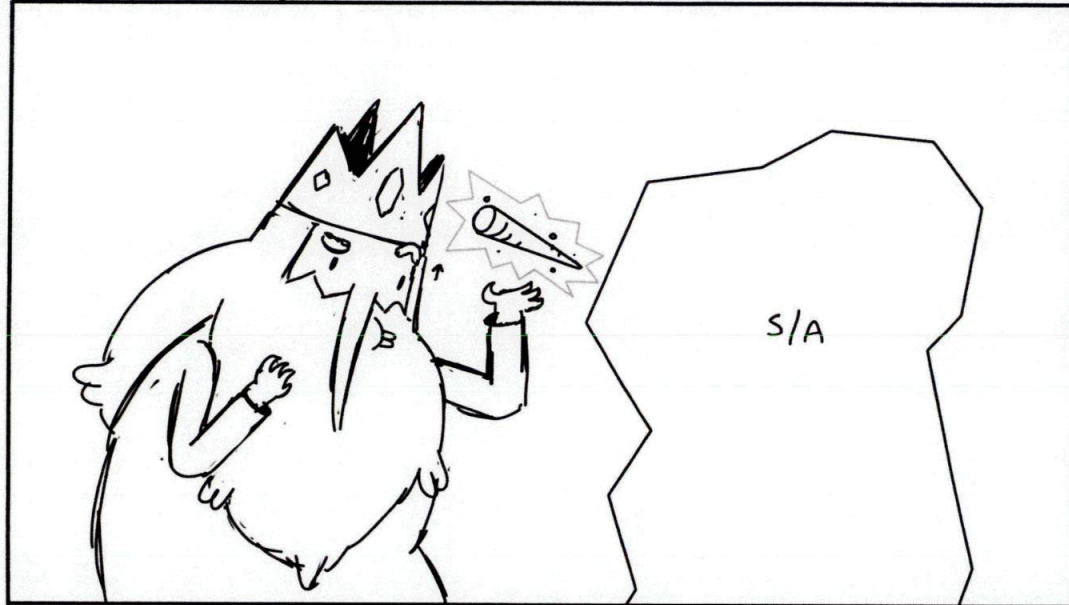


Page 157

Sc. 82 CONT Pnl. M

Bg.

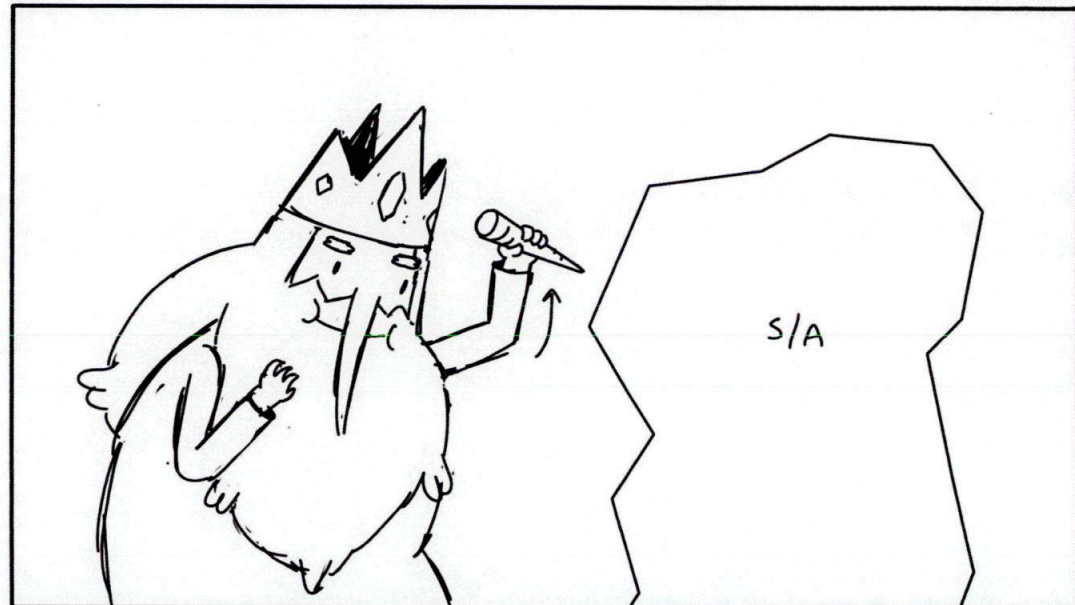
day night



Sc. 82 CONT Pnl. N

Bg.

day night



Dialog:

SFX:  
\* SHNK \*

Action:

- IK MAKES AN ICICLE CHISEL

- IK GRABS CHISEL

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

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1034/242



# ADVENTURE TIME



Page 158

Sc. 82 cont Pnl. 0

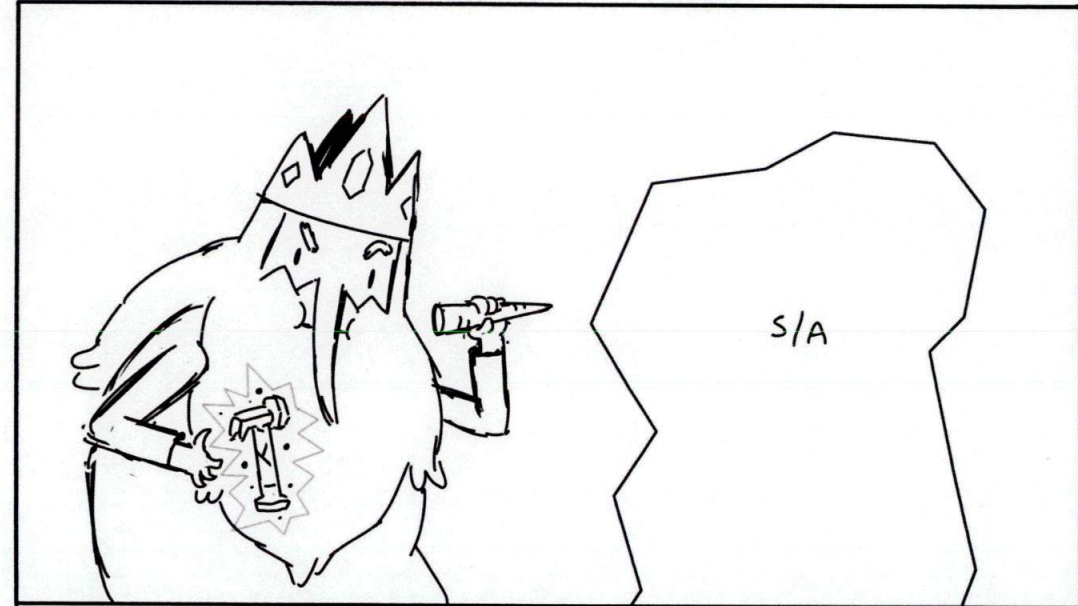
Bg.

day night

Sc. 82 cont Pnl. P

Bg.

day night



Dialog:

SFX:  
A SHNK A

Action: - IK WARMS UP MAGIC

- MAKES AN ICE HAMMER

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242

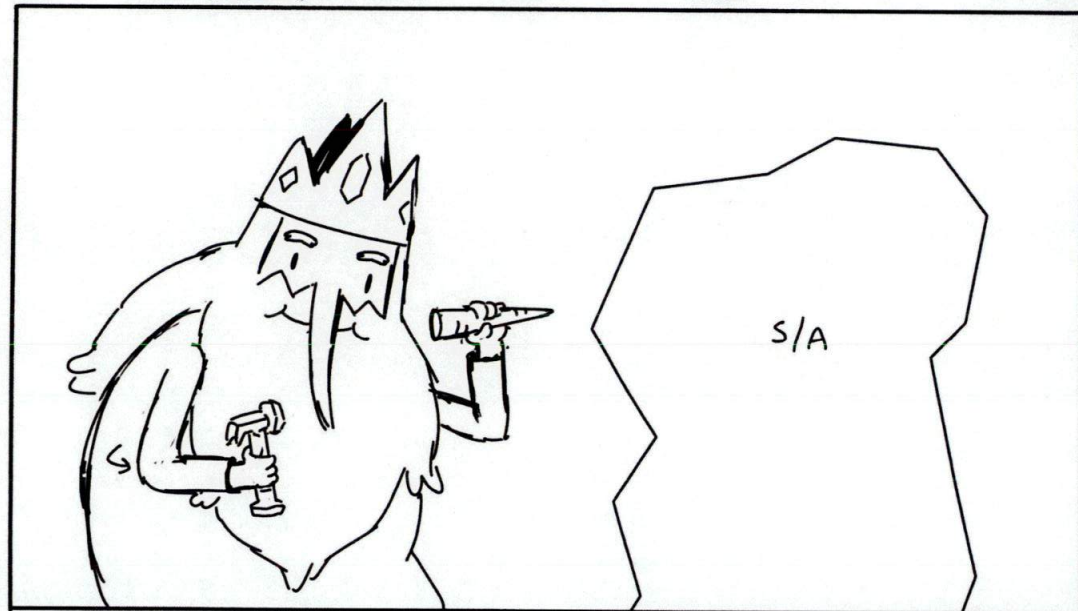


# ADVENTURE TIME

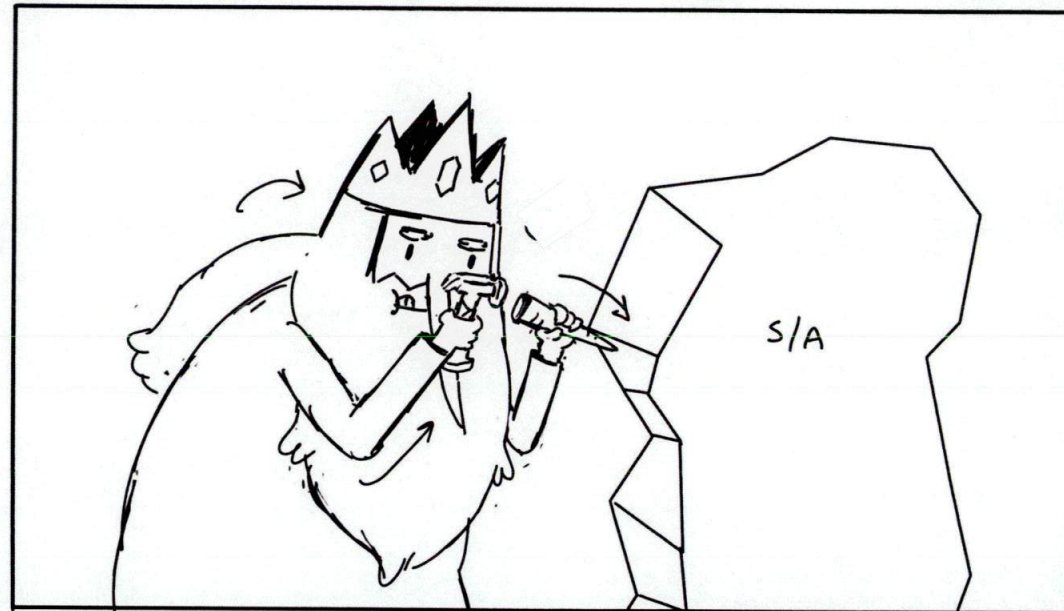


Page 159

Sc. 82 CONT Pnl. Q Bg. day night



Sc. 82 CONT Pnl. R Bg. day night



Dialog:

SFX: \*TINK TINK... TINK\*

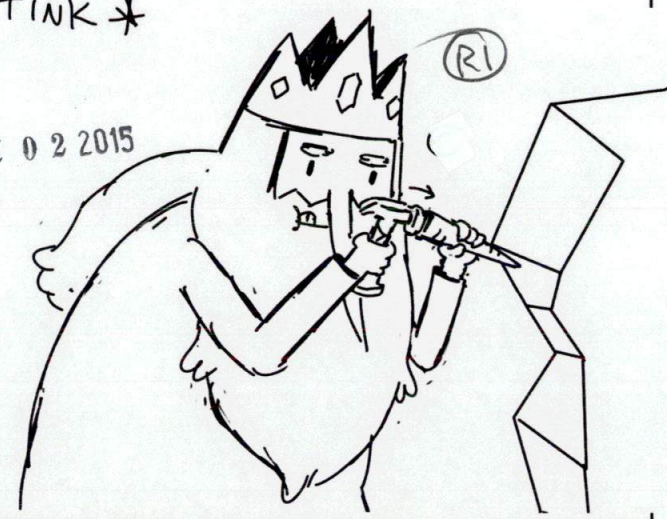
Action: - IK GRABS HAMMER

- IK STARTS  
TAPPING CAREFULLY  
AT PB'S ICE BLOCK  
W/HAMMER + CHISEL

Timing:

- TAP CYCLE

DEC 02 2015



EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME

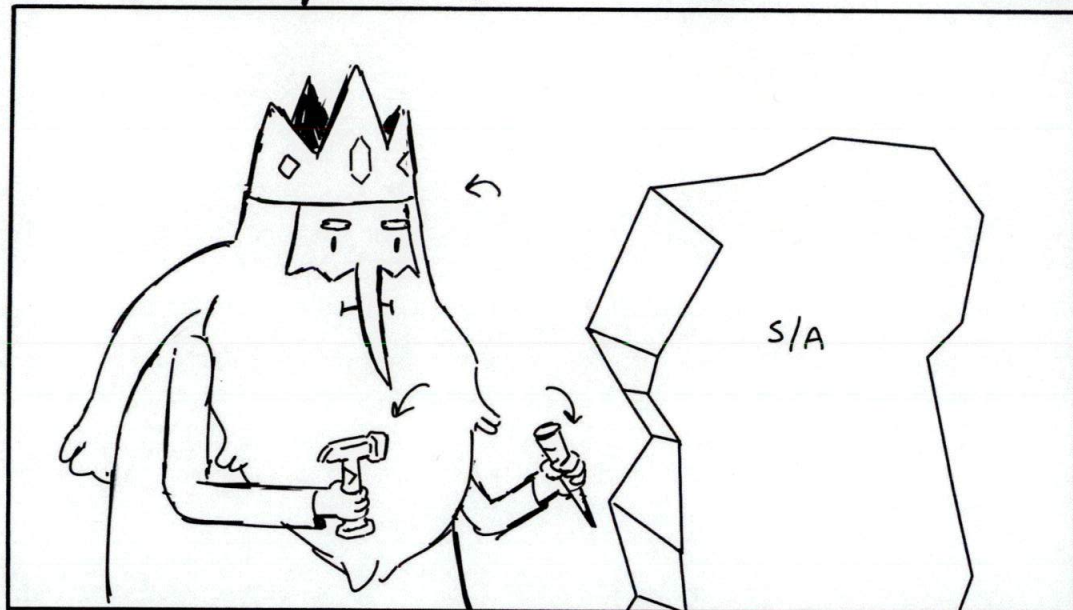


Page 160

Sc. 82 CONT Pnl. S

Bg.

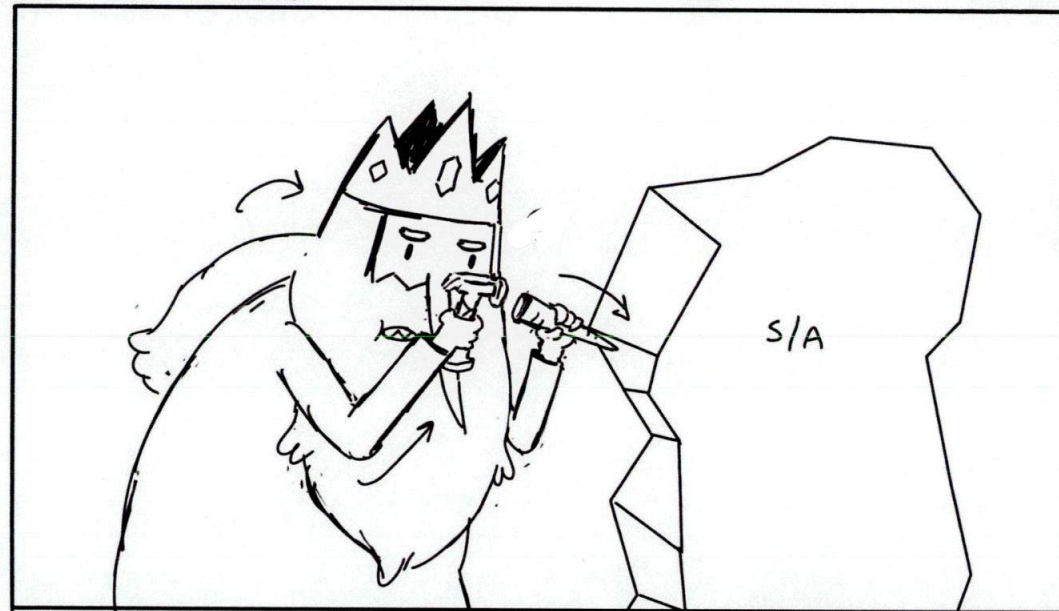
day night



Sc. 82 CONT Pnl. T

Bg.

day night



Dialog: IK: Hmm...

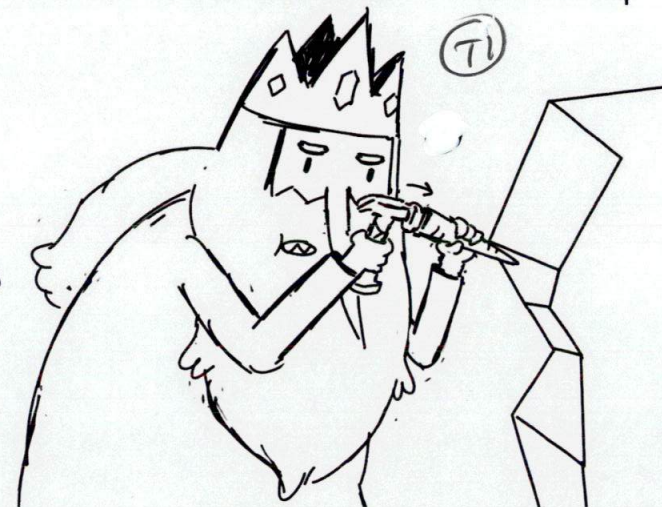
SFX: \*TINK TINK\*

Action:

- IK TAPS AT ICE  
BLOCK  
DEC 02 2015

Timing:

- TAP CYCLE  
( )



EPISODE # 1034-242

Production:

1034/242

1034/242





# ADVENTURE TIME



Sc. 82 cont Pnl. U

Bg.

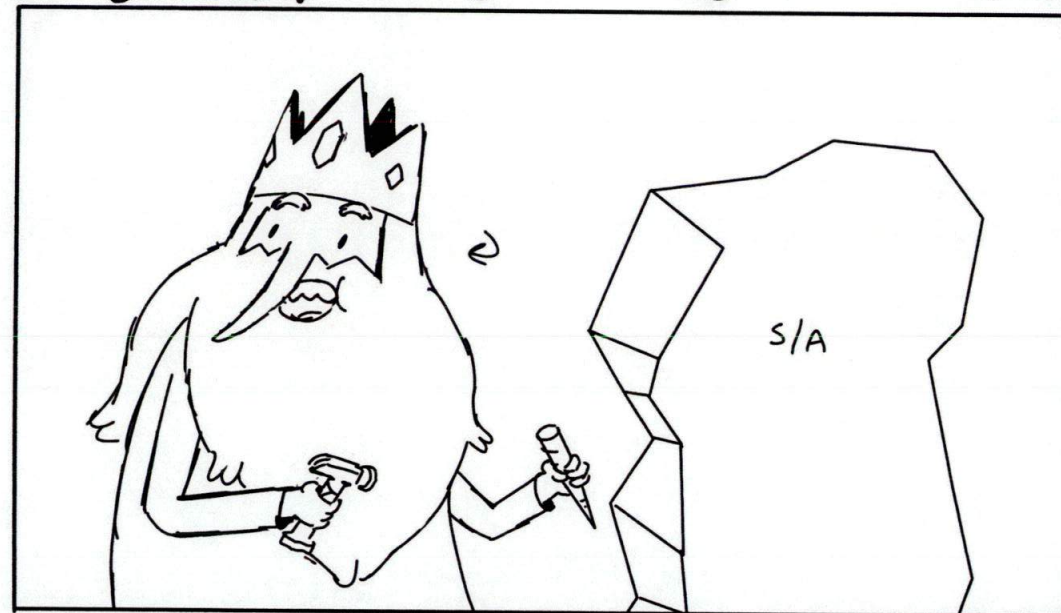
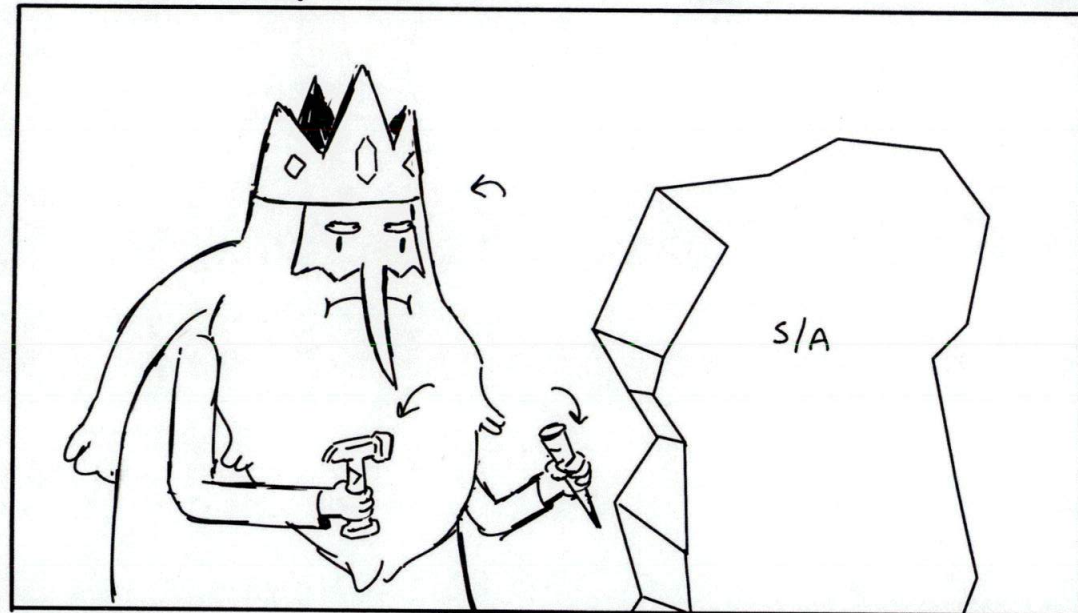
day night

Sc. 82 cont Pnl. V

Bg.

day night

Page 161



Dialog: IK: Hmm.

IK: Gotta be careful

Action:

- IK TURNS TO P.

Timing:

DEC 02 2015

1034-242

EPISODE #

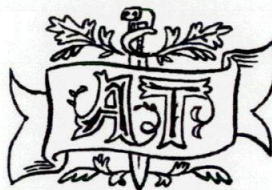
1034/242

Production:

1034/242



# ADVENTURE TIME



Page 162

Sc. 82 CONT Pnl. W

Bg.

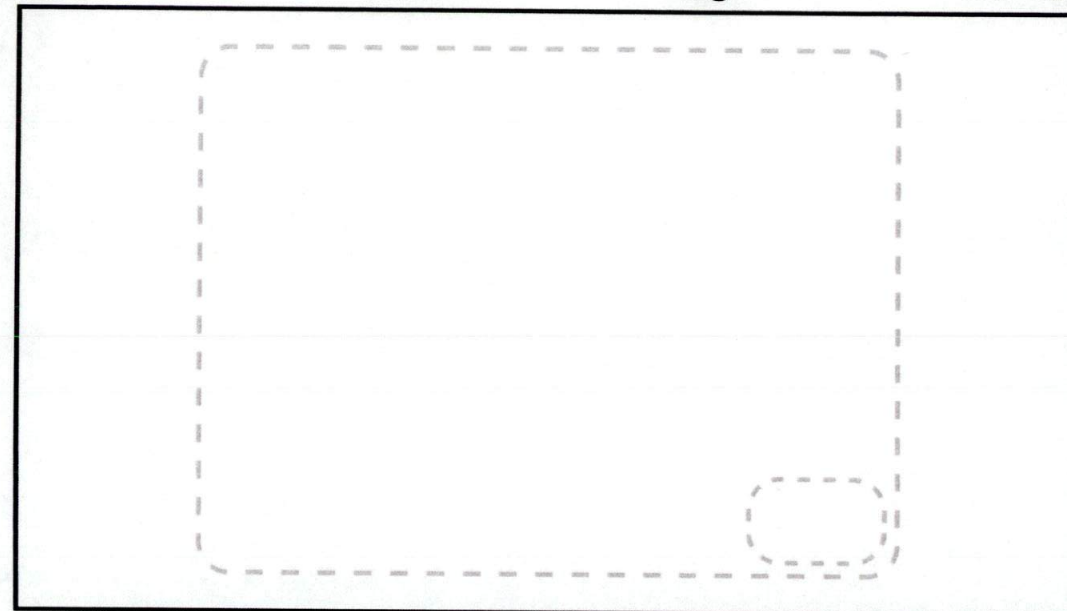
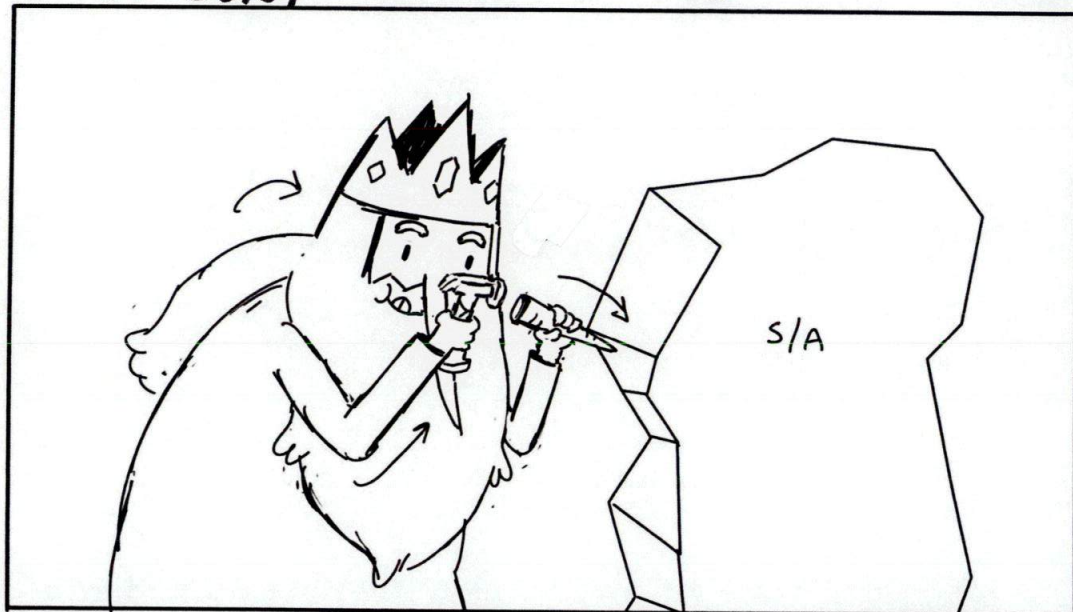
day night

Sc.

Pnl.

Bg.

day night



Dialog: SFX: \*TINK TINK\*

Action: - IK TAPS AT ICE  
BLOCK VERY  
GINGERLY.

Timing: - TAP CYCLE



DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242

1034/242



# ADVENTURE TIME



Page 163

Sc. 83

Pnl. A

Bg.

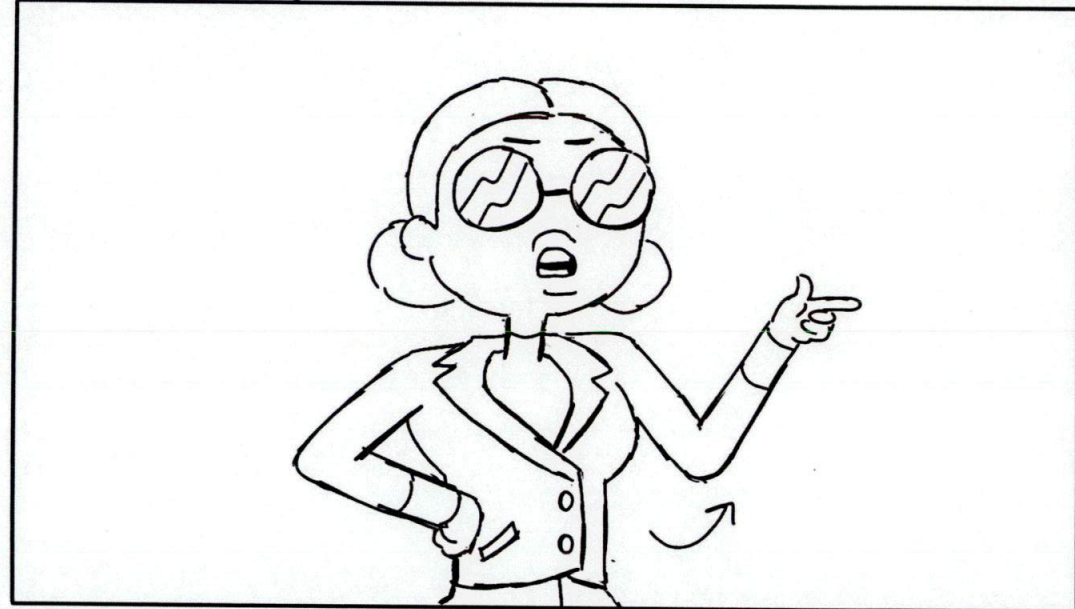
day night



Sc. 83 cont Pnl. B

Bg.

day night



Dialog:

SFX: \* TINK - TINK - TINK \*

P: All right, outta the way, Bernini.

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242



# ADVENTURE TIME

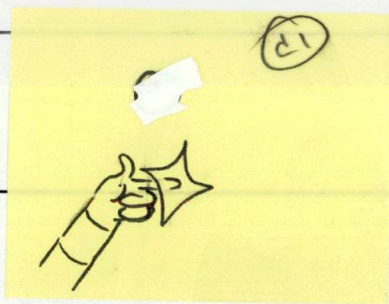


Page 164

Sc. 83 cont Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:	
Action:	<ice zap>
Timing:	



DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242

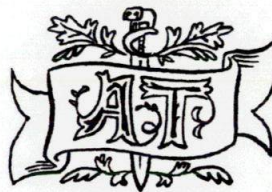
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1034/242





# ADVENTURE TIME



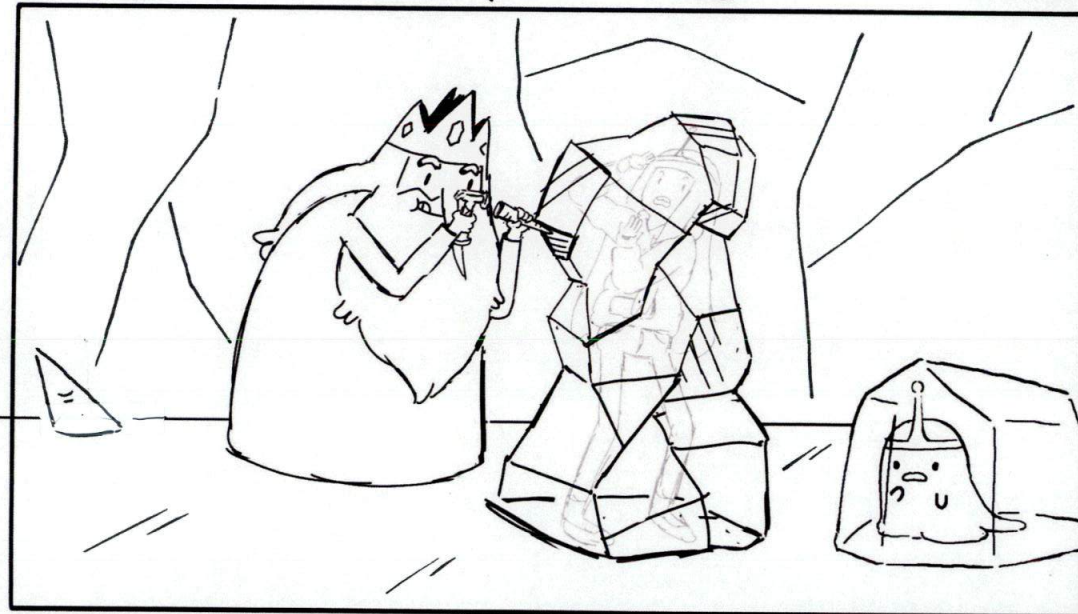
Page 165

Sc. 84

Pnl. A

Bg.

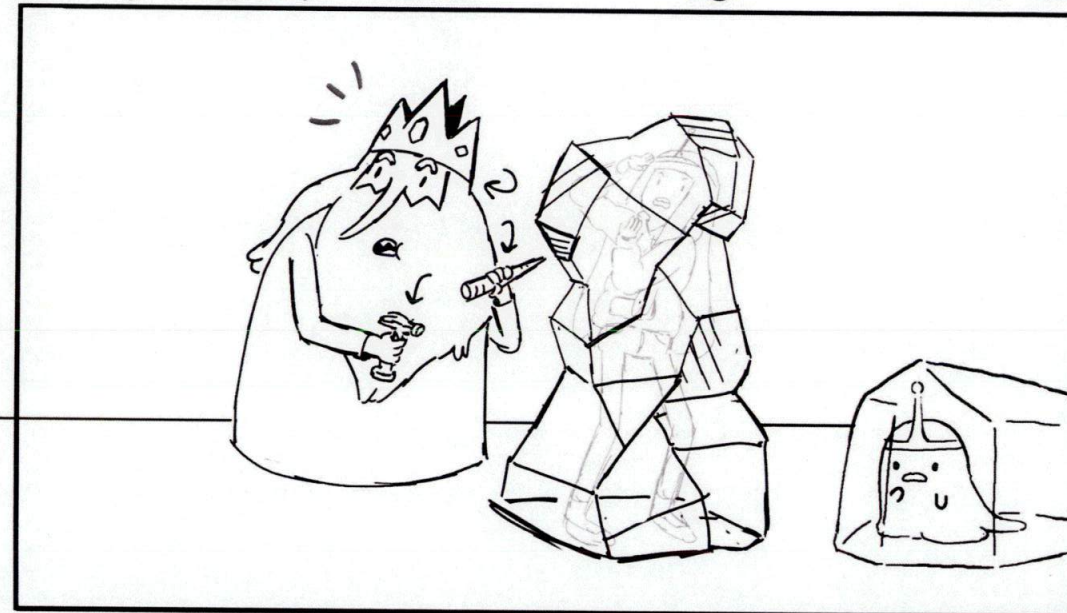
day night



Sc. 84 cont Pnl. B

Bg.

day night



Dialog:

Action:

(SP)

-IK LOOKS BACK AT PATIENCE

DEC 02 2015

Timing:

EPISODE #

Production:

1034-242

1034/242

1034/242



# ADVENTURE TIME

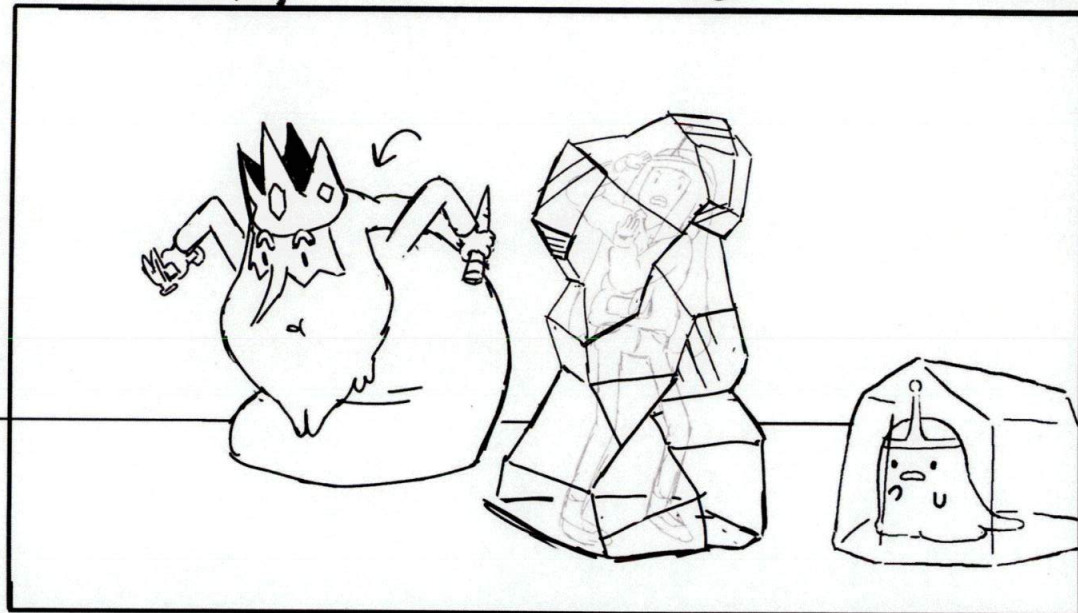


Page 166

Sc. 84 cont Pnl. C

Bg.

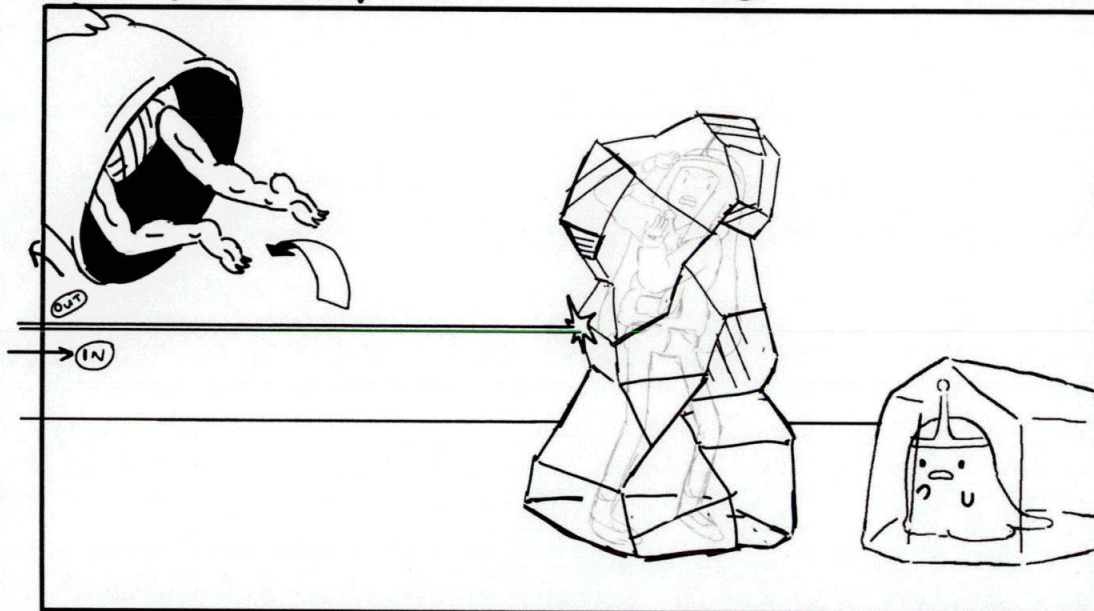
day night



Sc. 84 cont Pnl. D

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

ANTIC

- IK LEAPS OUT AS P'S ICE ZAP COMES IN

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

Production:

1034/242



# ADVENTURE TIME



Page 167

Sc. 84 cont Pnl. E

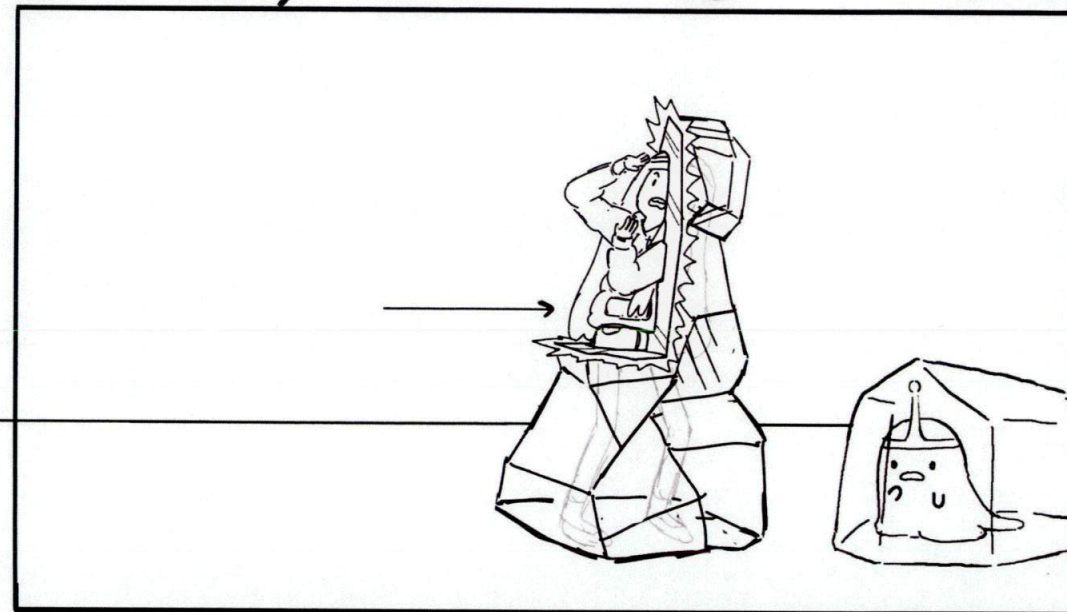
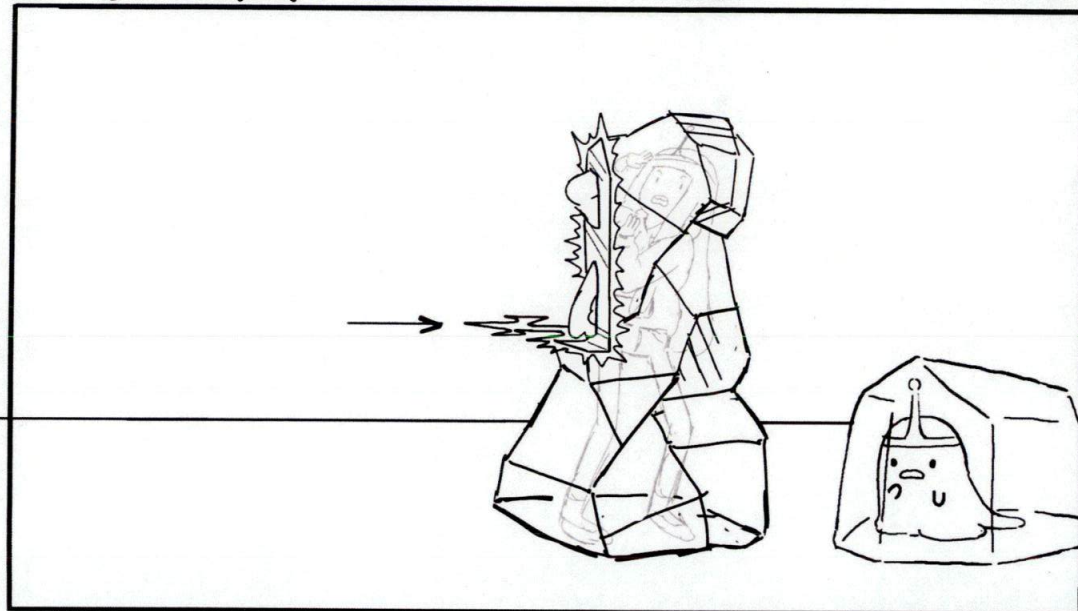
Bg.

day night

Sc. 84 cont Pnl. F

Bg.

day night



Dialog:

Sfx: < bzzzzzz >

Action:

ICE RETRACTS IN AN  
ELEGANT WAY.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



1034/242

# ADVENTURE TIME



Page 168

Sc. 84 cont Pnl. G

Bg.

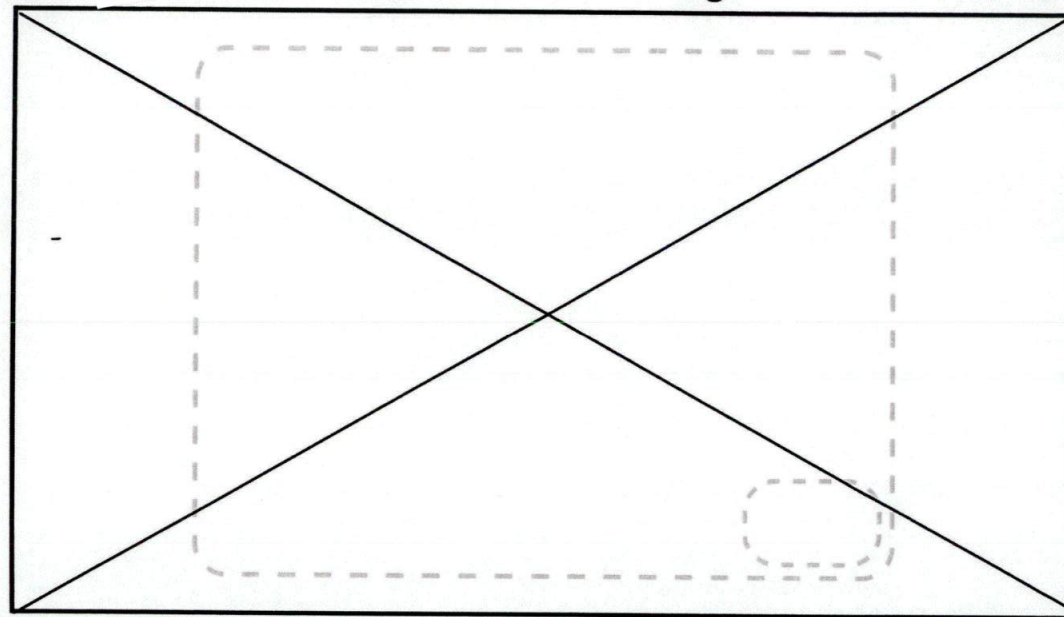
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

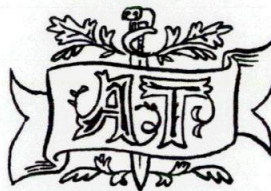
Production:

1034/242

1034/242



# ADVENTURE TIME

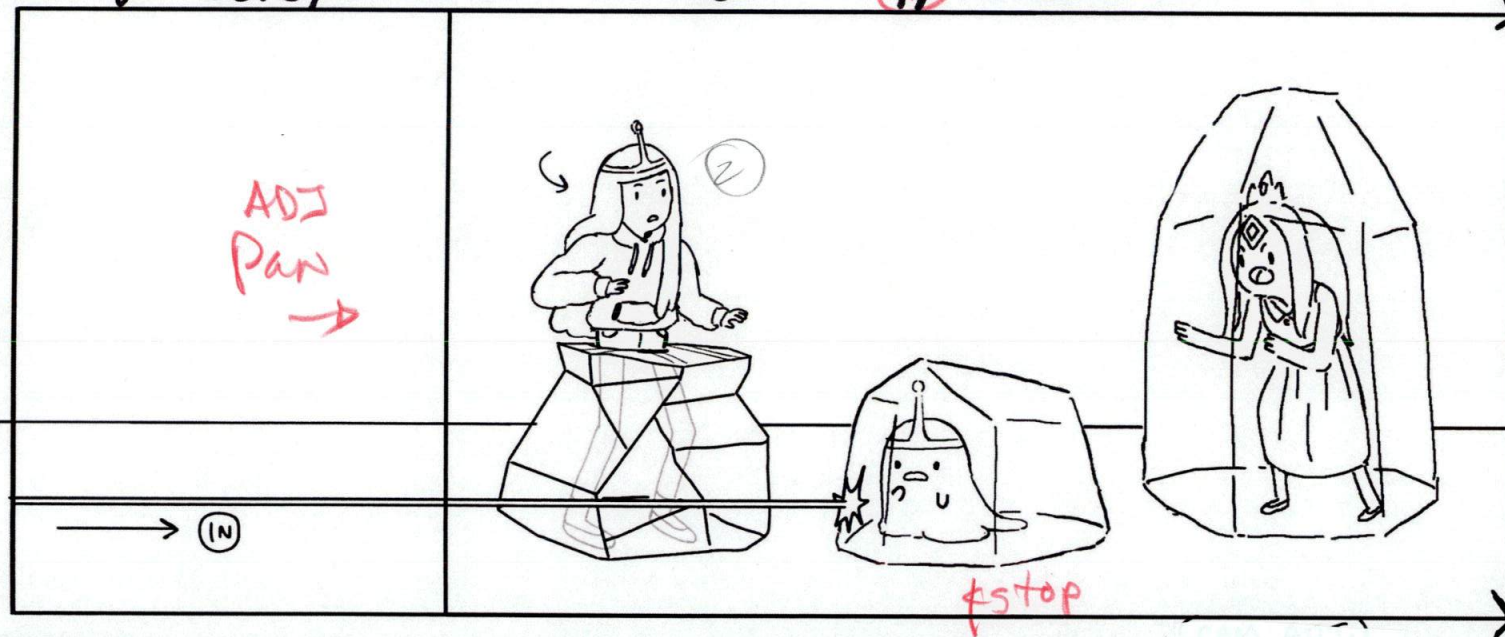


Page 169  
day night

Sc. 84 CONT

Bg.

H day night



Dialog:

SFX: <bzzzzzz>

Action:

- CAM ADJ →

- P. ICE ZAPS SLIME PRINCESS

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



1034/242

# ADVENTURE TIME

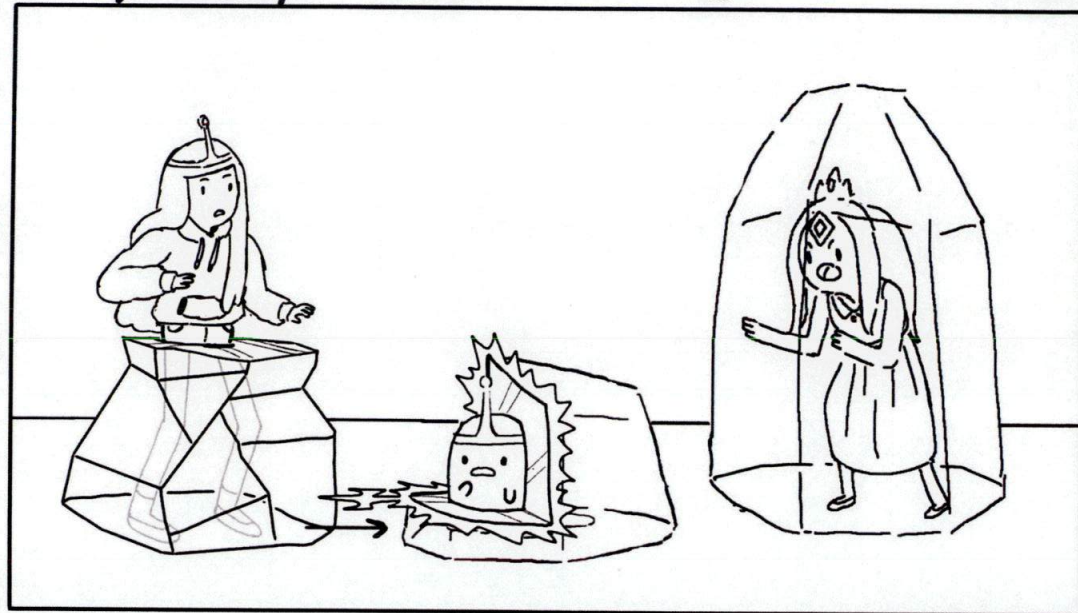


Page 170

Sc. 84 CONT Pnl. I

Bg.

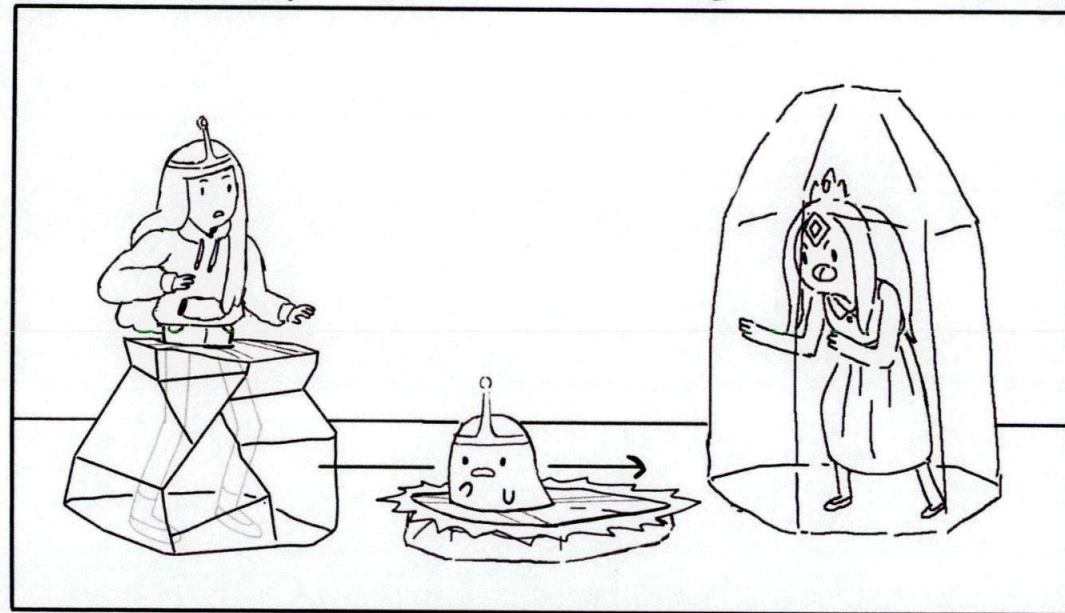
day night



Sc. 84 CONT Pnl. J

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

- melts off top half of SP's ice block

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

Production:

1034/242



# ADVENTURE TIME



Sc. 84 *CONT* Pnl. K

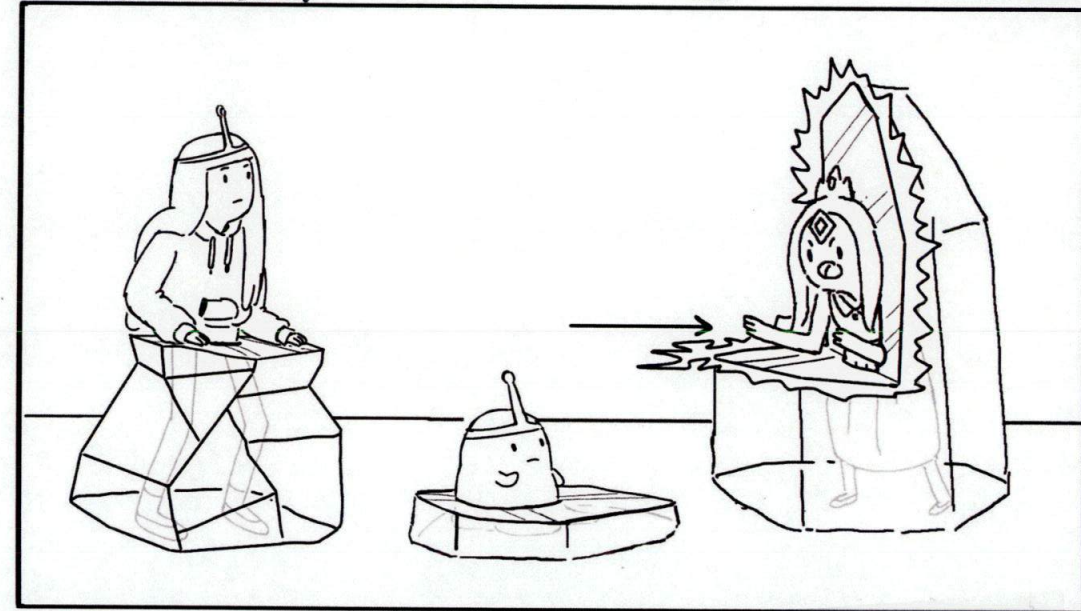
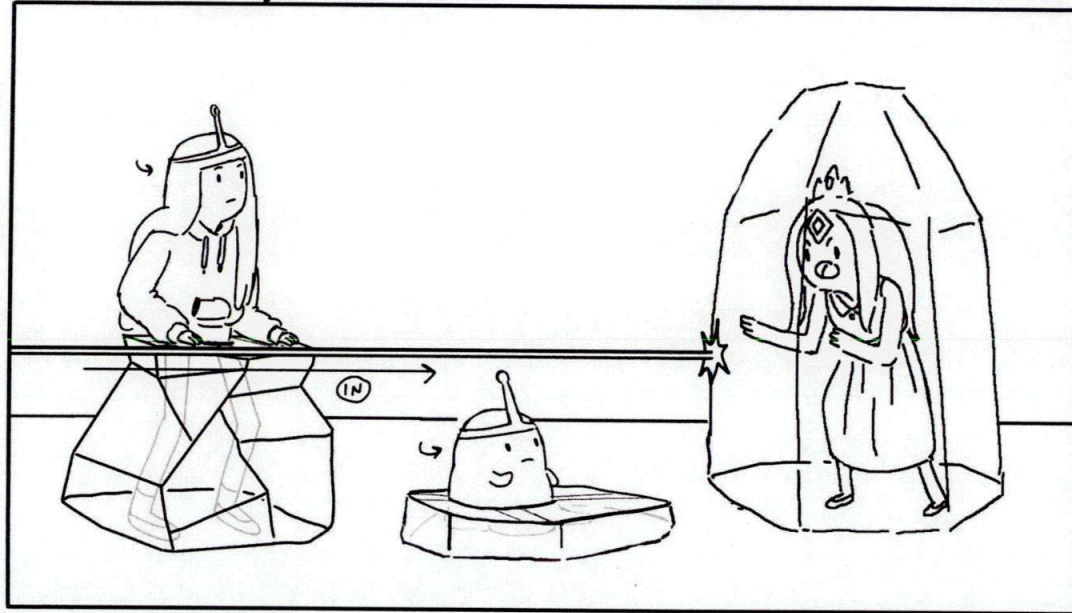
Bg.

day night

Sc. 84 *CONT* Pnl. L

Bg.

Page 171  
No 172  
day night



Dialog:

SFX: <bzzzzzz>

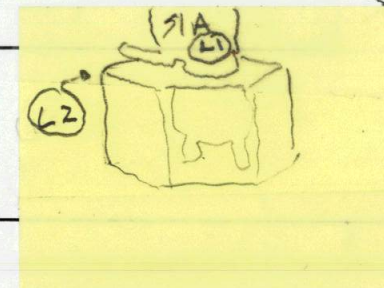
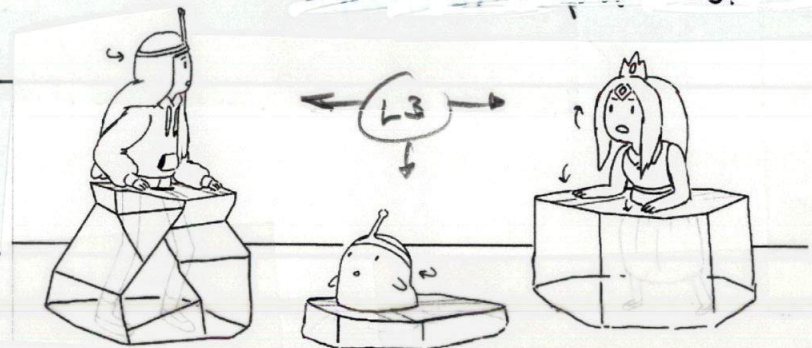
F. PRIN ICE MELTS

PB

ARE YOU GUYS  
OK?

Action:

Timing:



EPISODE #

Production:

1034-242

1034/242

1034/242

1034/242



1034/242

# ADVENTURE TIME

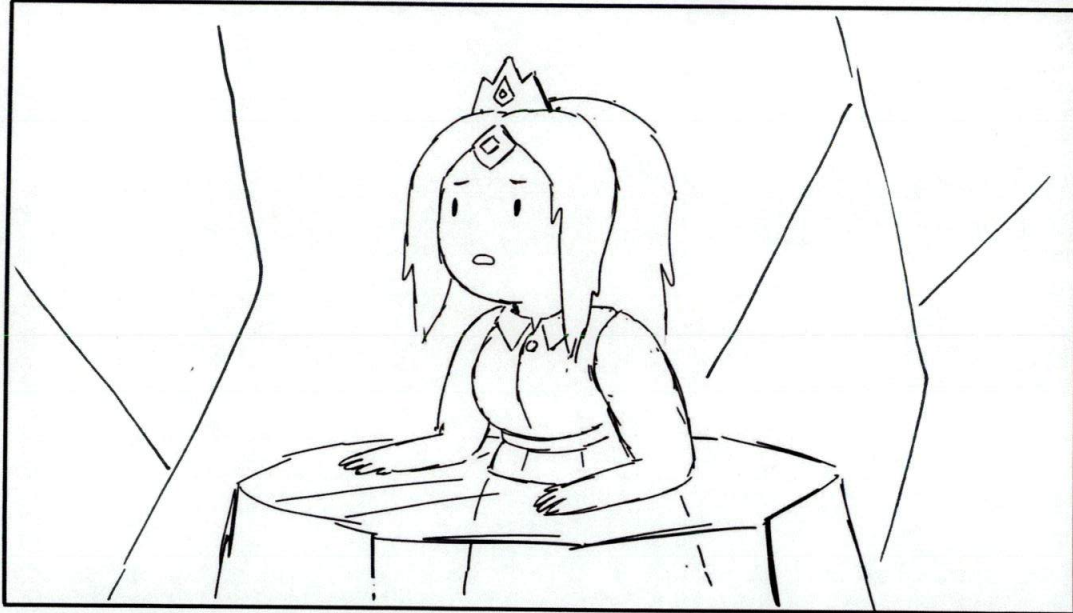


Sc. 85

Pnl. A

Bg.

day night



Sc. 85 CONT

Pnl. B

Bg.

day night



Page 173

1034-242

EPISODE #

1034/242

Production:

Dialog:

FP: My powers

Action:

-FP LOOKS AT HANDS,

DEC 02 2015

Timing:

1034/242



# ADVENTURE TIME

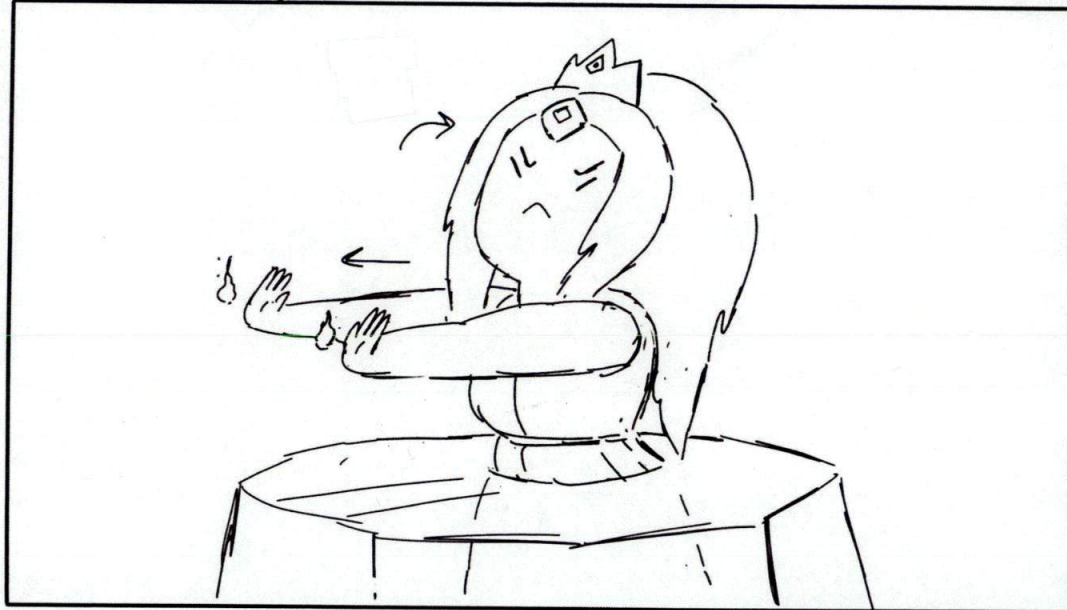


Page 174

Sc. 85 CONT Pnl. C

Bg.

day night



Sc. 85 CONT Pnl. D

Bg.

day night



Dialog:

FP: [SMALL STRAIN]

SFX:  
\* TSSS \*

FP: I need to lie down.

Action:

- FP strains to use powers
- produces two tiny steam puffs

- FLAMES fizzle out

Timing:

DEC 02 2015



EPISODE # 1034-242

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1034/242



# ADVENTURE TIME



Page 175

Sc. 85 cont

Pnl. E

Bg.

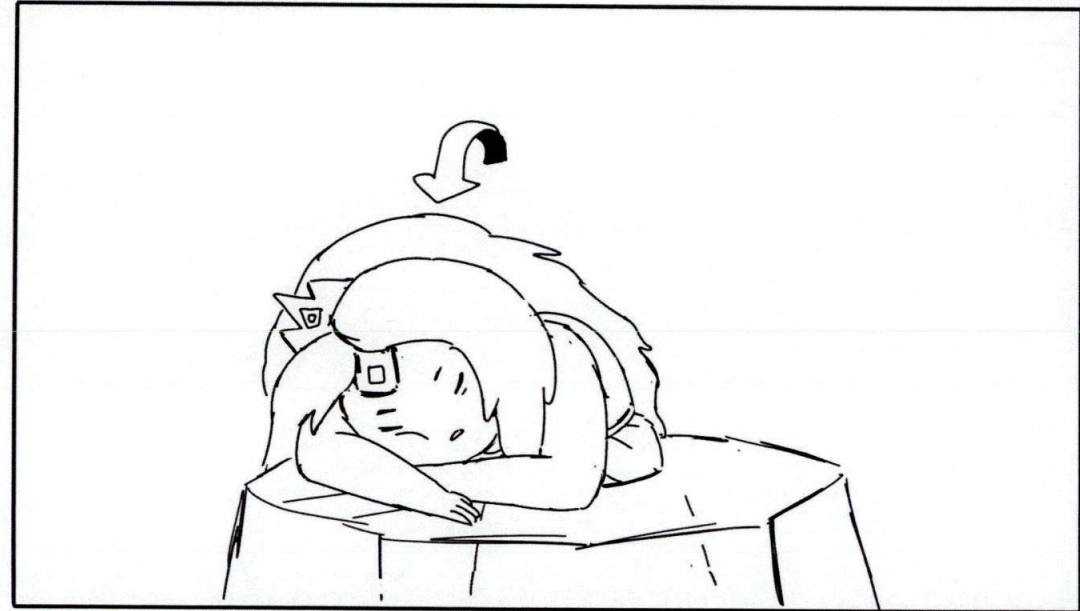
day night

Sc. 85 cont

Pnl. F

Bg.

day night



Dialog:

Action:

- breakdown pose

- FP lies down

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

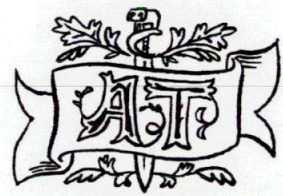
1034/242



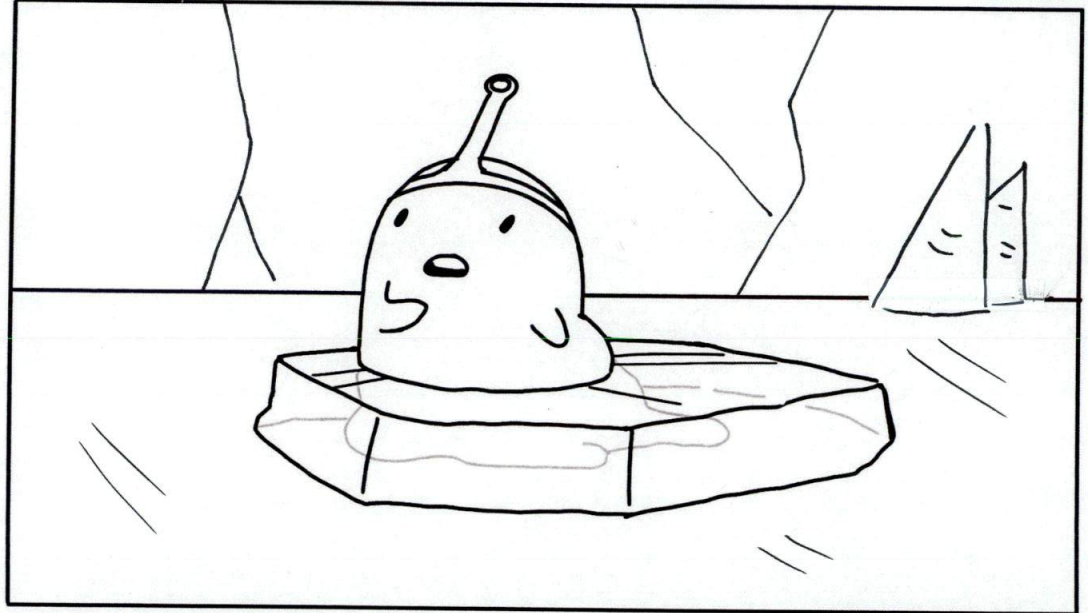
1034/242

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# ADVENTURE TIME

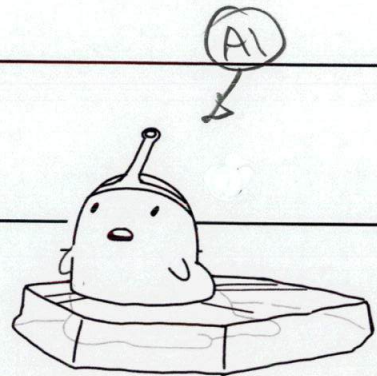


Sc. 86 Pnl. A Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog:	<u>SP</u> : ehh, I'm fine.	<u>PB</u> : grrr
Action:		
Timing:		

DEC 02 2015

EPISODE # 1034-242  
Production:

1034/242

1034/242



# ADVENTURE TIME



Page 177

Sc. 87 CONT

Pnl. B

Bg.

day night

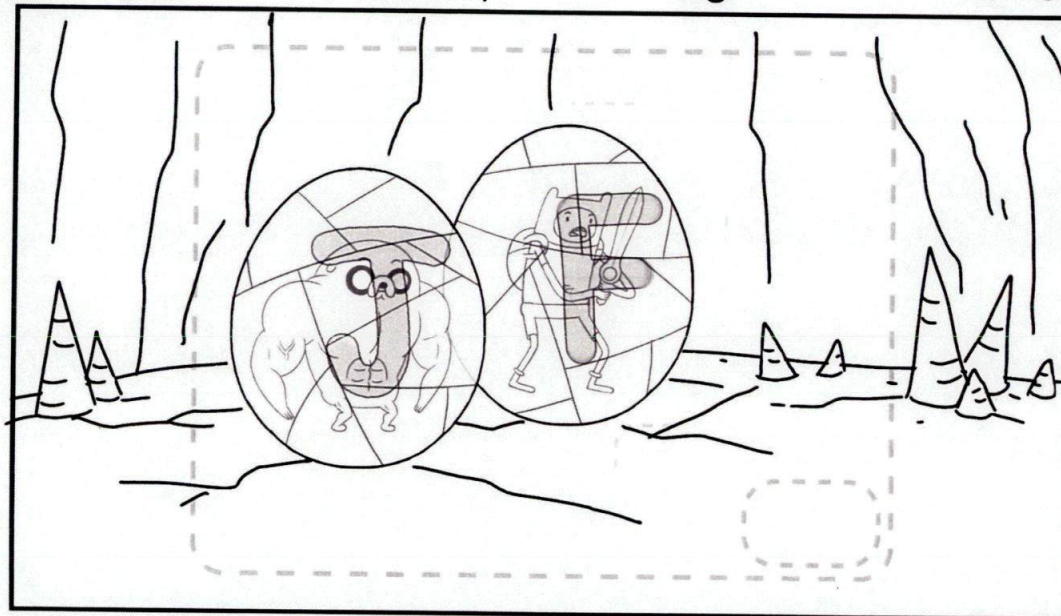


Sc. 88

Pnl. A

Bg.

day night



Dialog:

PB: (o/s) Finn and Jake?

Action:

- she looks to the side

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242



# ADVENTURE TIME



Page 178

Sc. 89

Pnl. A

Bg.

day night



Sc.

89 cont Pnl. B

Bg.

day night

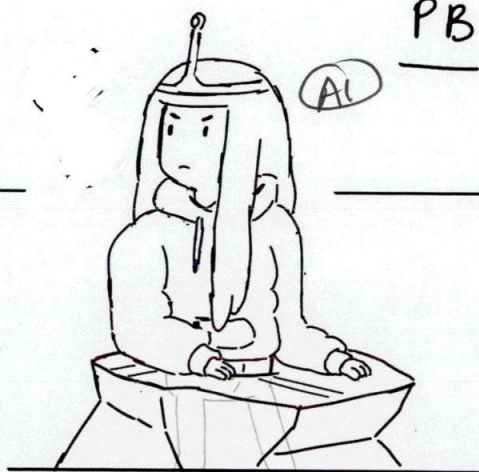


Dialog: PB: Ice King.

PB: what did you do?

Action:

Timing:



DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242



# ADVENTURE TIME

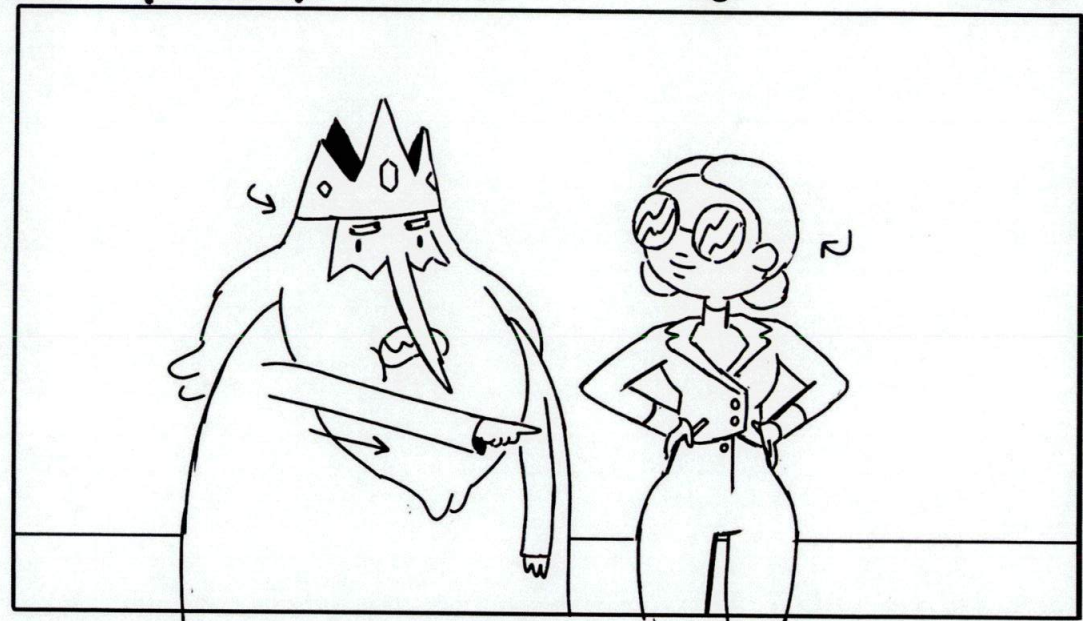


Page 179

Sc. 90 Pnl. A Bg. day night



Sc. 90 cont Pnl. B Bg. day night

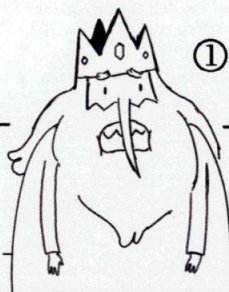


Dialog: IK: No, no, no!

IK: It was her!

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242



# ADVENTURE TIME

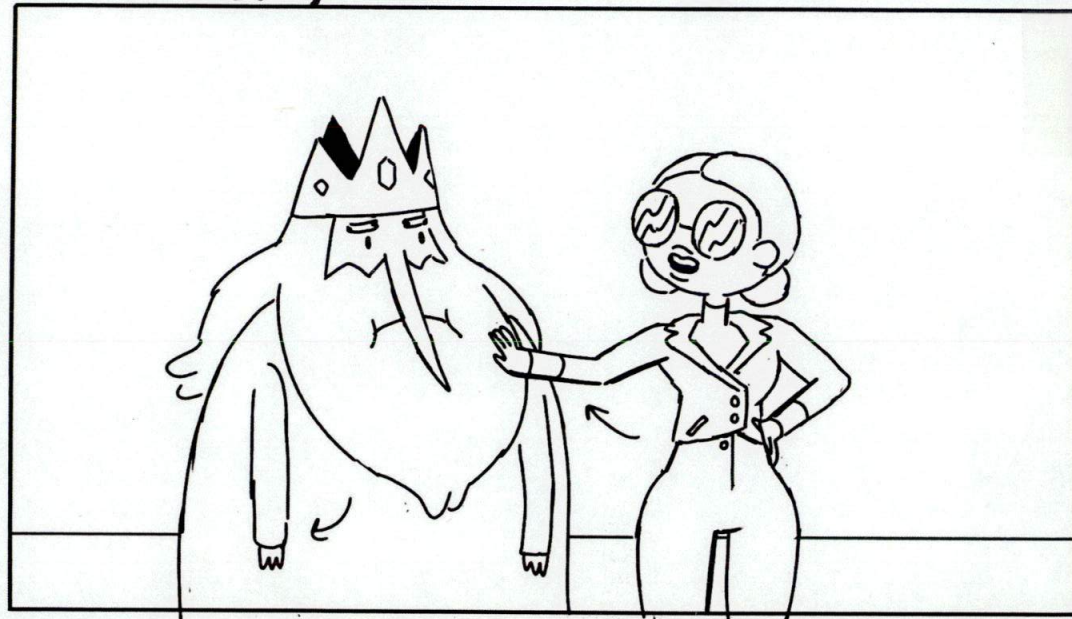


Page 180

Sc. 90 CONT Pnl. C

Bg.

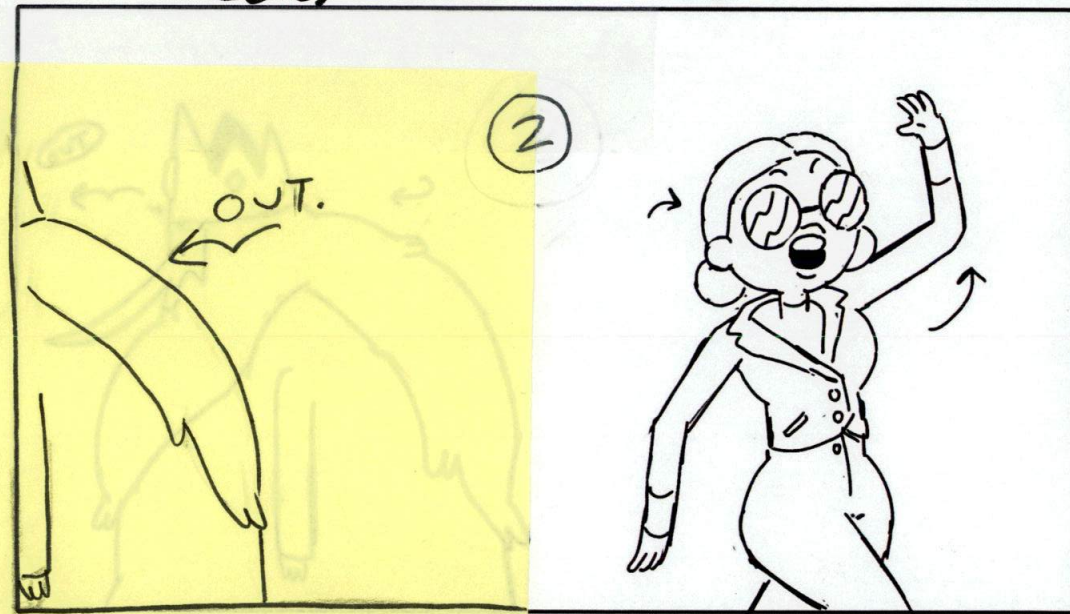
day night



Sc. 90 CONT Pnl. D

Bg.

day night



Dialog: P: Get our guests some beverages.

P: Hi guyyys

Action:

-IK turns & walks out.

Timing:

DEC 02 2015



EPISODE # **1034-242**

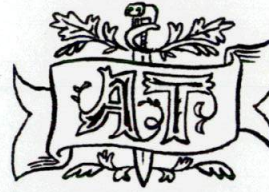
1034/242

Production:

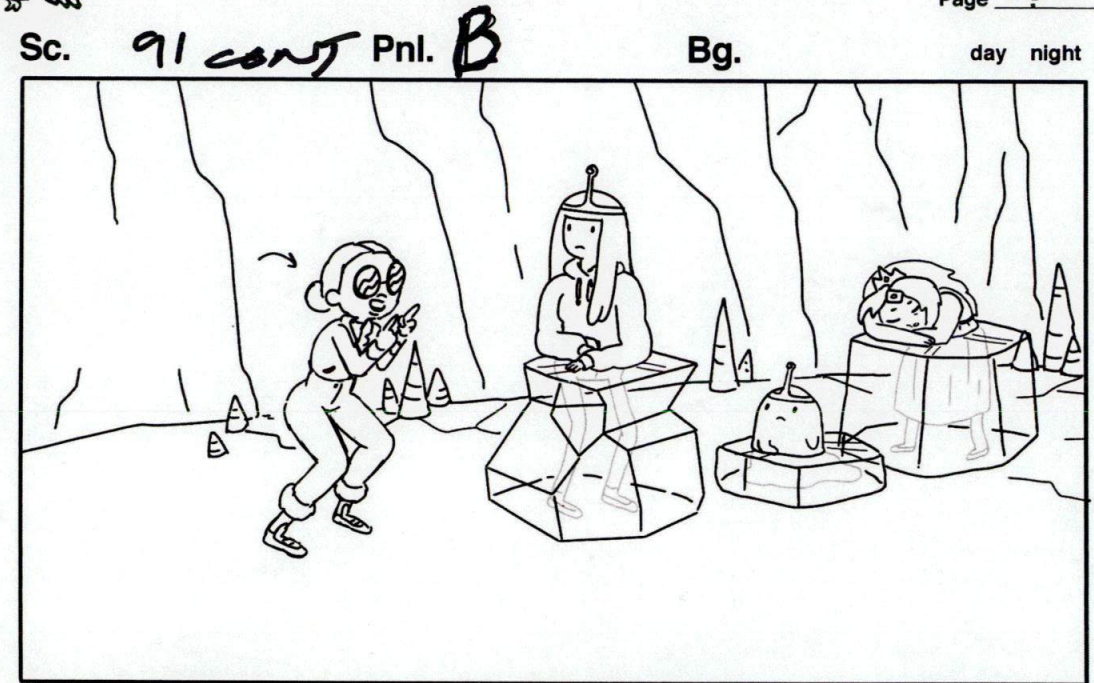
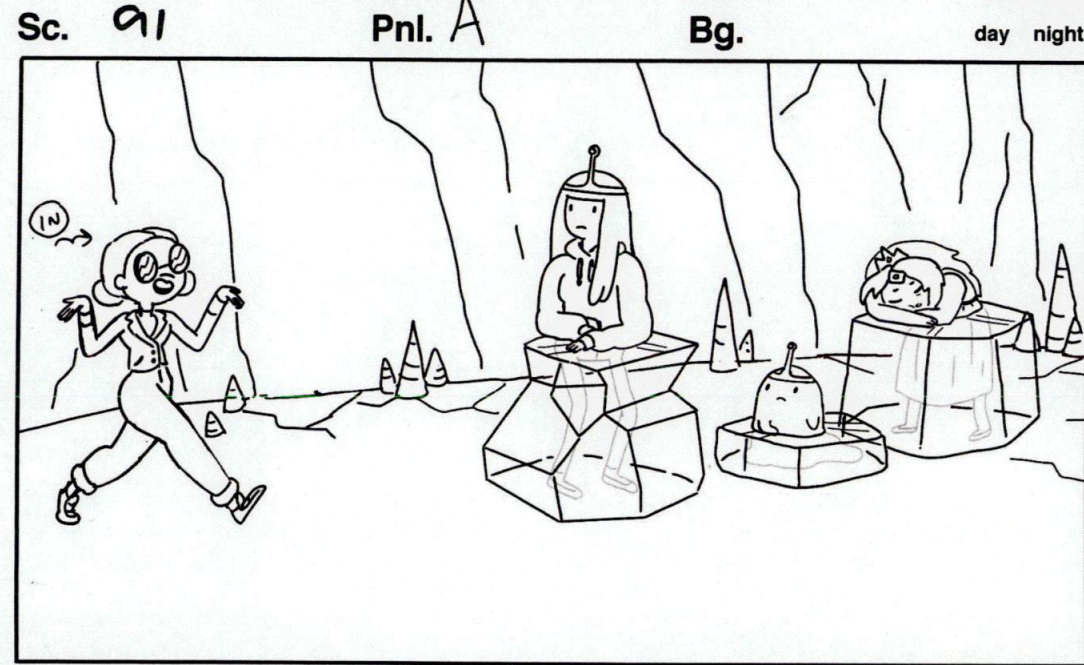
1034/242



# ADVENTURE TIME



Page 181



Dialog: P: I know this is weird and confusing...  
and weird...

P: ... but the good news is...

Action: - P. WALKS ON/S.

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242



# ADVENTURE TIME



Page 182

Sc. 91 CONT Pnl. C Bg. day night



Sc. 91 CONT Pnl. D Bg. day night



Dialog:

P: I'm getting the band back together!

Action:

- PB & SP look at each other  
- P. DANCES IN PLACE.

Timing:

DEC 02 2013  
2:20 PM

(D)



EPISODE # 1034-242

Production:

1034/242

1034/242

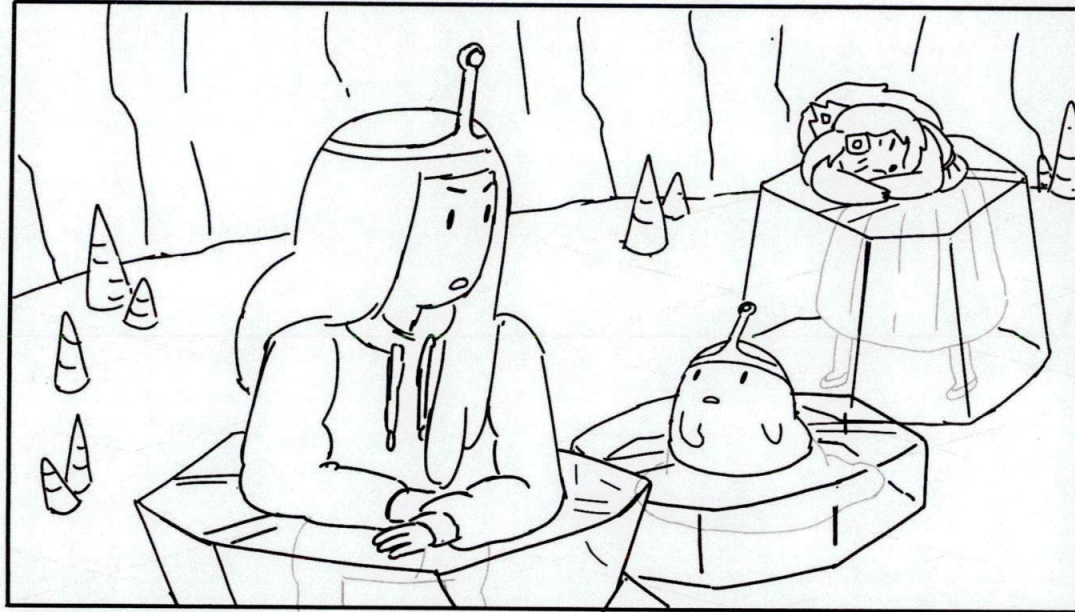


# ADVENTURE TIME



Page 183

Sc. 92 Pnl. A Bg. day night



Sc. 92 cont Pnl. B Bg. day night



Dialog:	P: (o/s) Isn't this great?
Action:	DEC 02 2015
Timing:	

EPISODE # 1034-242

Production:

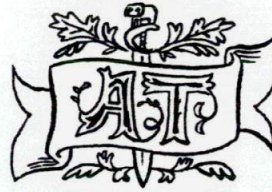
1034/242

1034/242

1034/242



# ADVENTURE TIME

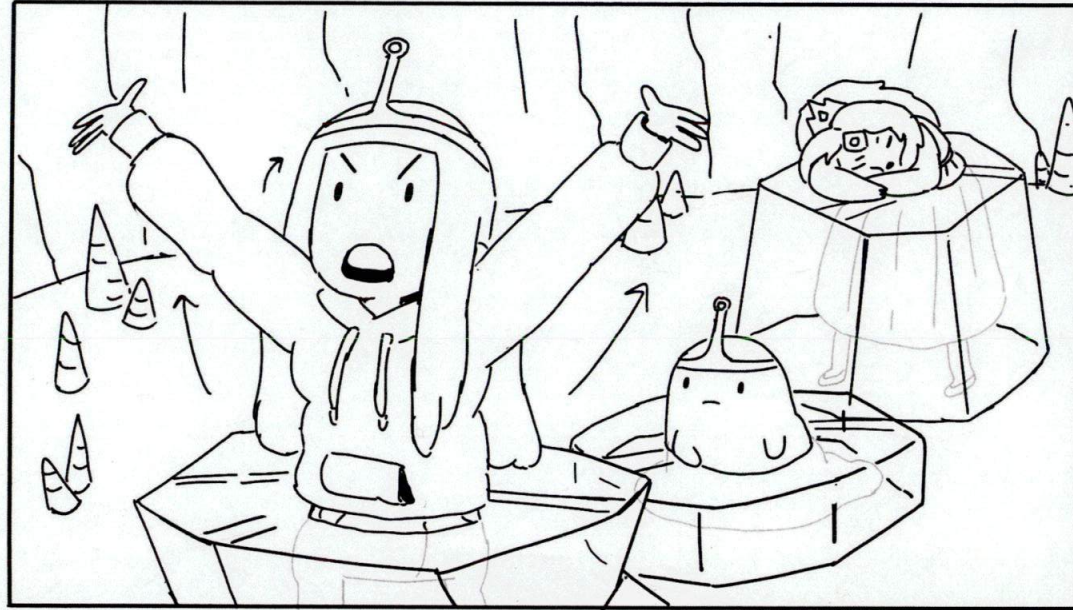


Page 184

Sc. 92 cont Pnl. C

Bg.

day night



Sc. 93

Pnl. A

Bg.

day night



Dialog: PB: What are you talking about?!  
WHO ARE YOU!

Action:

Timing:



DEC 02 2011

EPISODE # 1034-242

Production:

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# ADVENTURE TIME



Sc. 93 cont Pnl. B Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	P: You really don't know?
Action:	
Timing:	

DEC 02 2015

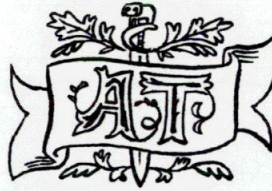
EPISODE # 1034-242

Production:

1034/242



# ADVENTURE TIME



Page 186

Sc. 94 cont Pnl. B Bg. day night



Sc. 94 cont Pnl. C Bg. day night



Dialog: SFX: <blast>

Action: -PB & SP's eyes follow ice blast

-ice chair appears

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:



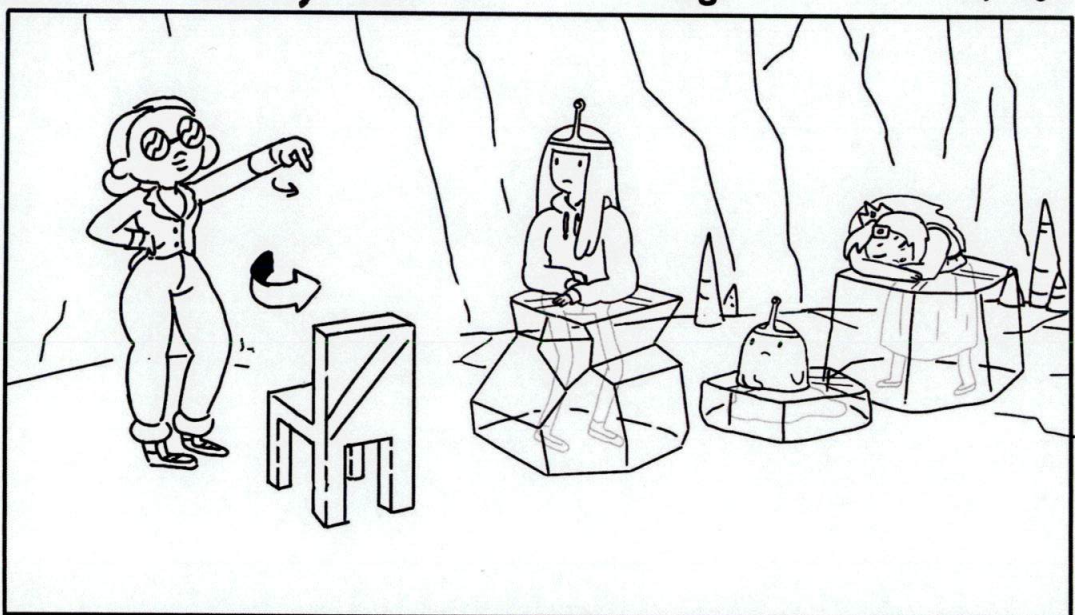
ADVENTURE TIME



Sc. 94 CONT Pnl. D Bg. day night



Sc. 94 CONT Pnl. E Bg. day night



Dialog:
Action: - P. POINTS AT CHAIR. - P. turns chair around by tracing a circle in the air with her finger.
Timing: DEC 02 2015

EPISODE # 1034-242

Production:



1034/242

# ADVENTURE TIME



Page 188

Sc. 94 *cont* Pnl. F Bg. day night



Sc. 94 *cont* Pnl. G Bg. day night



Dialog:

Action: -P. finishes turning chair

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME



Page 189

Sc. 94 CONT Pnl. H Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

Action:

- P. sits on chair

- P. stares at PB, SP, & FP

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034.242

1034/242



# ADVENTURE TIME



Page 190

Sc. 95 cont Pnl. B

Bg.

day night

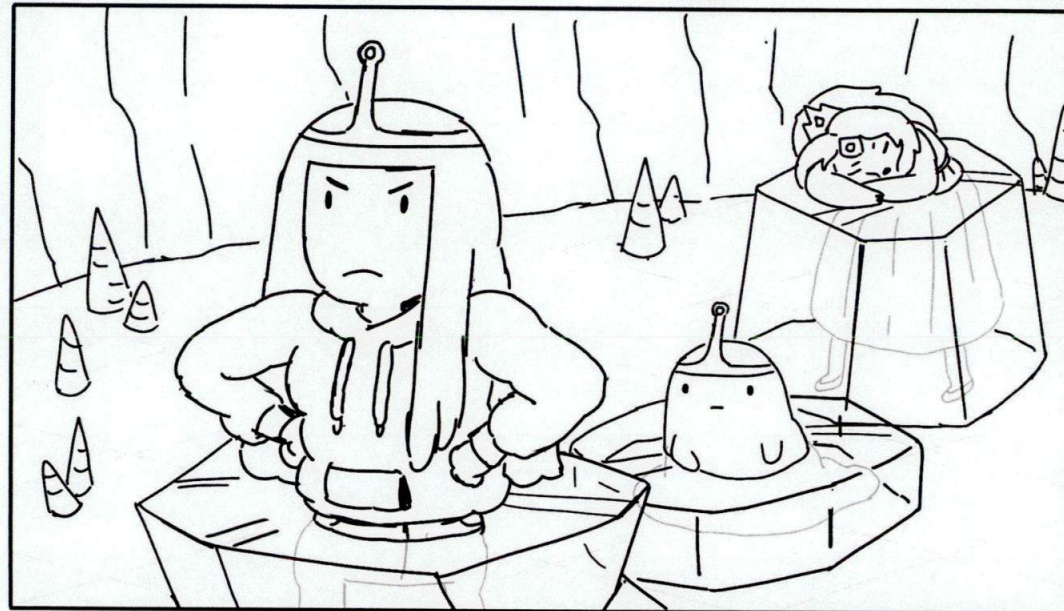


Sc. 96

Pnl. A

Bg.

day night



Dialog: P: That was pretty cool, right?

P: (o/s) How I made this ice chair with my hands?

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

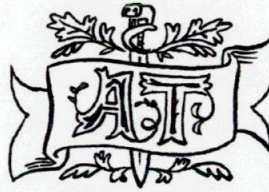
Production:

1034/242

1034/242



# ADVENTURE TIME

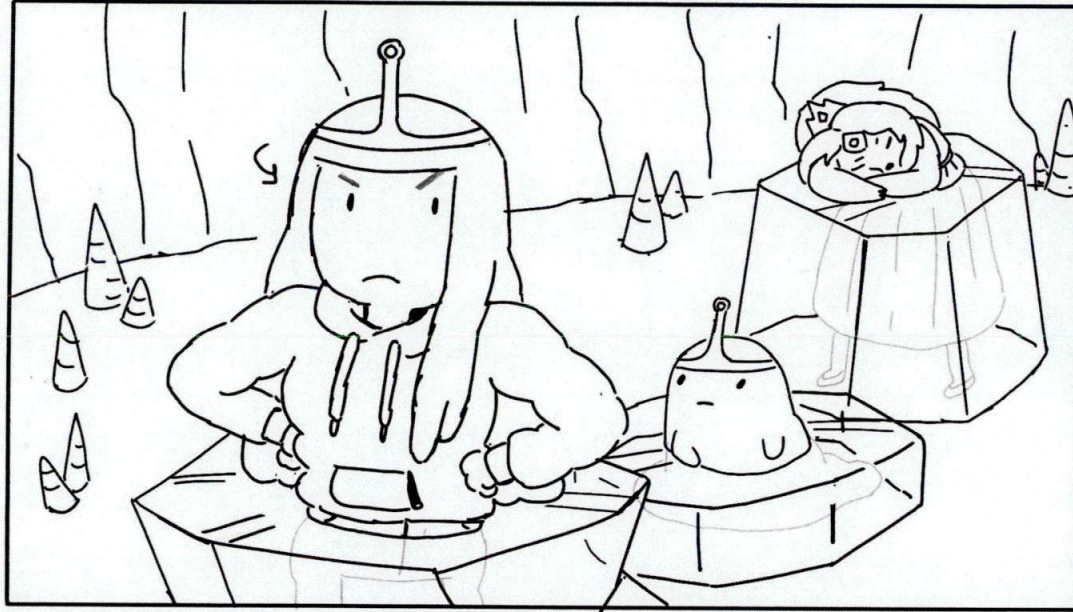


Page 191

Sc. 96 cont Pnl. B

Bg.

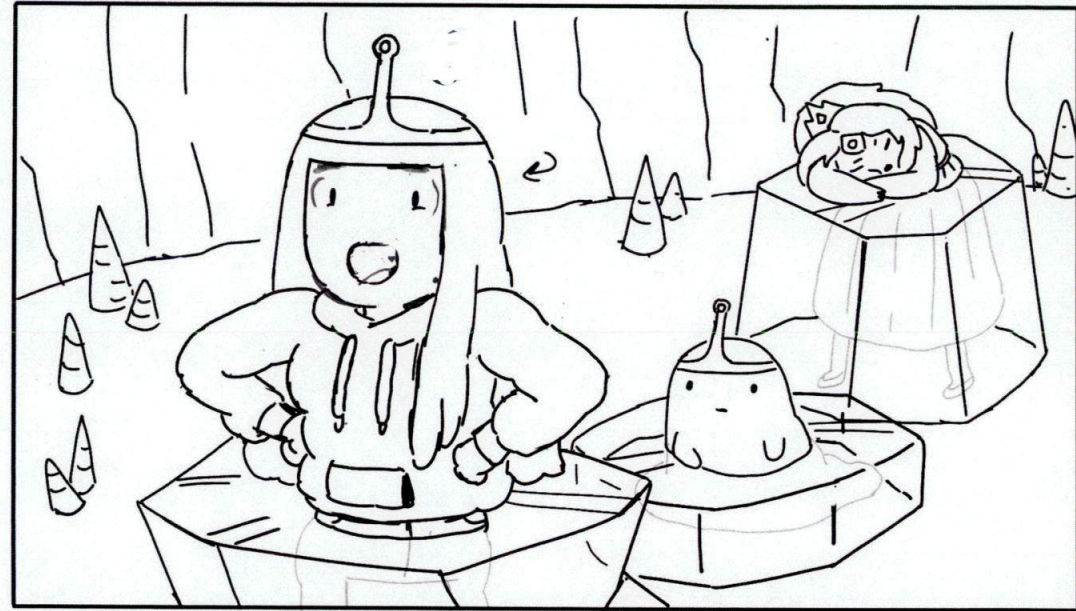
day night



Sc. 96 cont Pnl. C

Bg.

day night



Dialog:

P: (O/S) Pretty chill, huh?

PB: Yeahhh! so 'chill!

Action:

- PB gets idea to fool P.
- PB & SP look at each other

Timing:



DEC 02 2015

EPISODE # 1034-242

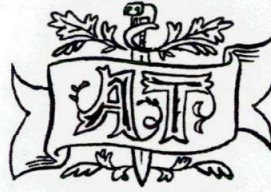
1034/242

Production:

1034/242



# ADVENTURE TIME

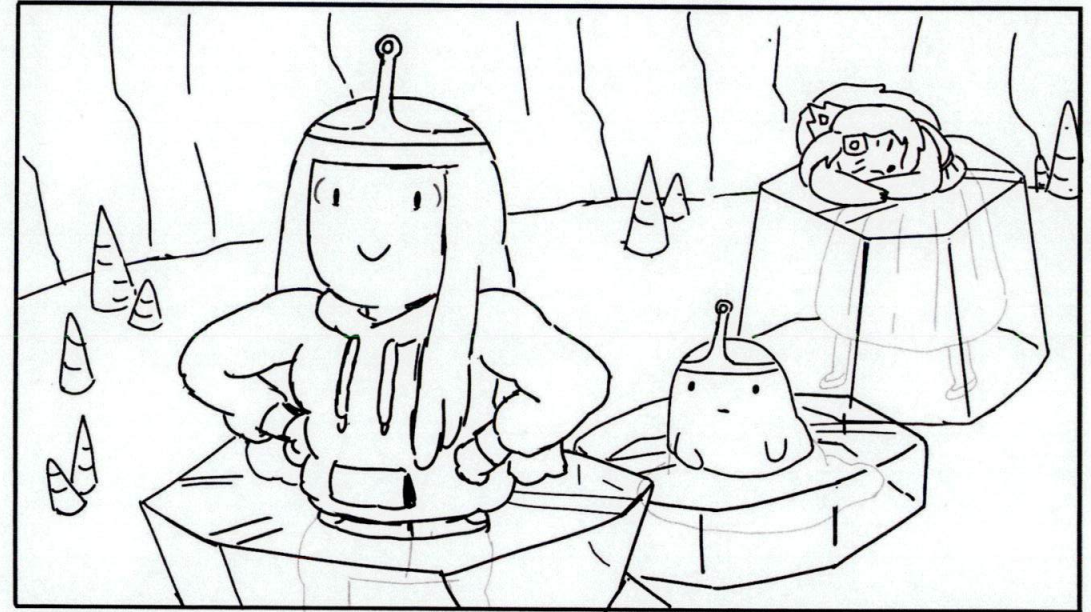


Page 192

Sc. 97 Pnl. A Bg. day night



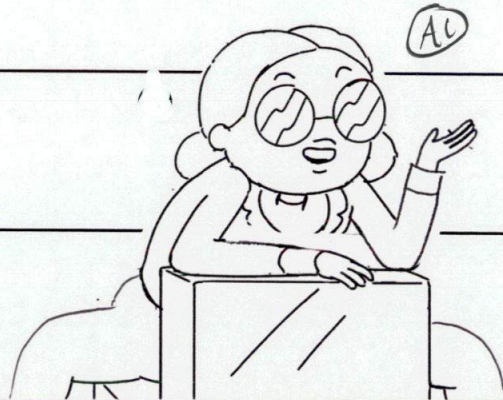
Sc. 98 Pnl. A Bg. day night



Dialog: P: Well... the fact of the matter is...

P: (o/s) ... you guys have that power as well.

Action:



Timing:

DEC 02 2015

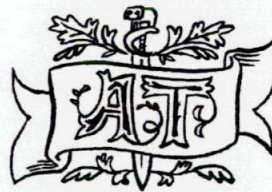
EPISODE # 1034-242

Production:



1034/242

# ADVENTURE TIME

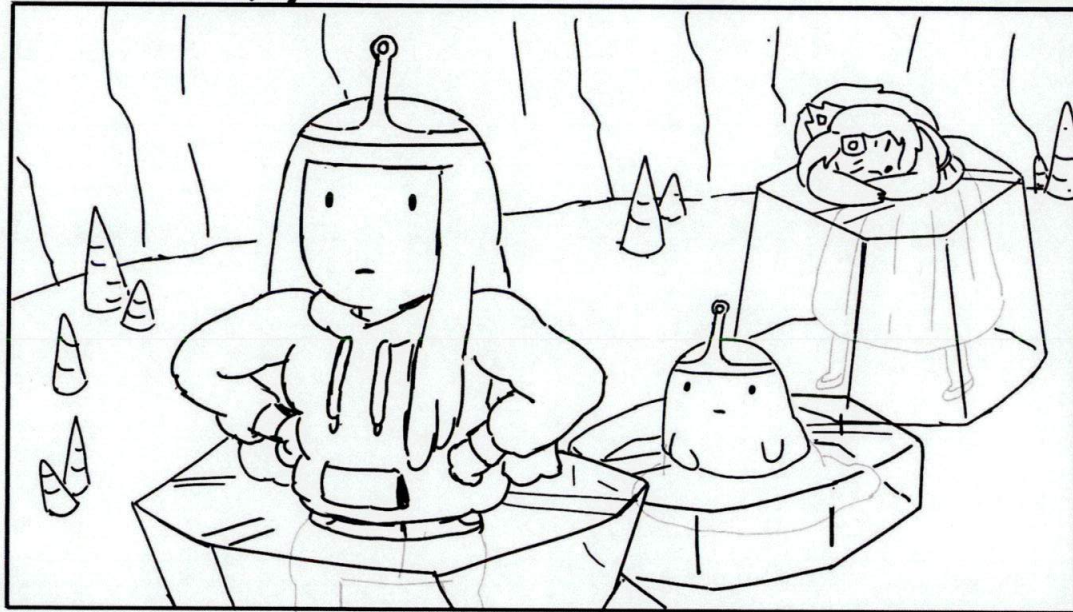


Page 193

Sc. 98 cont Pnl. B

Bg.

day night



Sc. 98 cont Pnl. C

Bg.

day night



Dialog:

Action:

-PB & SP look at each other in surprise

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME



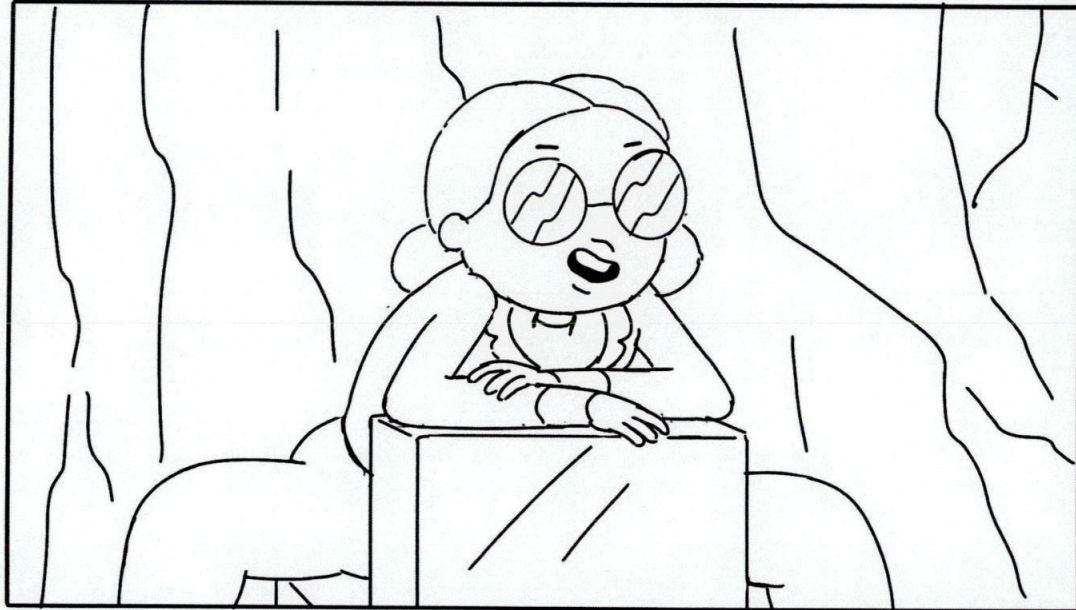
Page 194

Sc. 99

Pnl. A

Bg.

day night



Sc. 99 cont

Pnl. B

Bg.

day night



Dialog: P: okay...remember when I said I was  
— the Ice Elemental?

P: Remember ?!

Action:

DEC 02 2015

Timing:

1034-242

EPISODE #

Production:

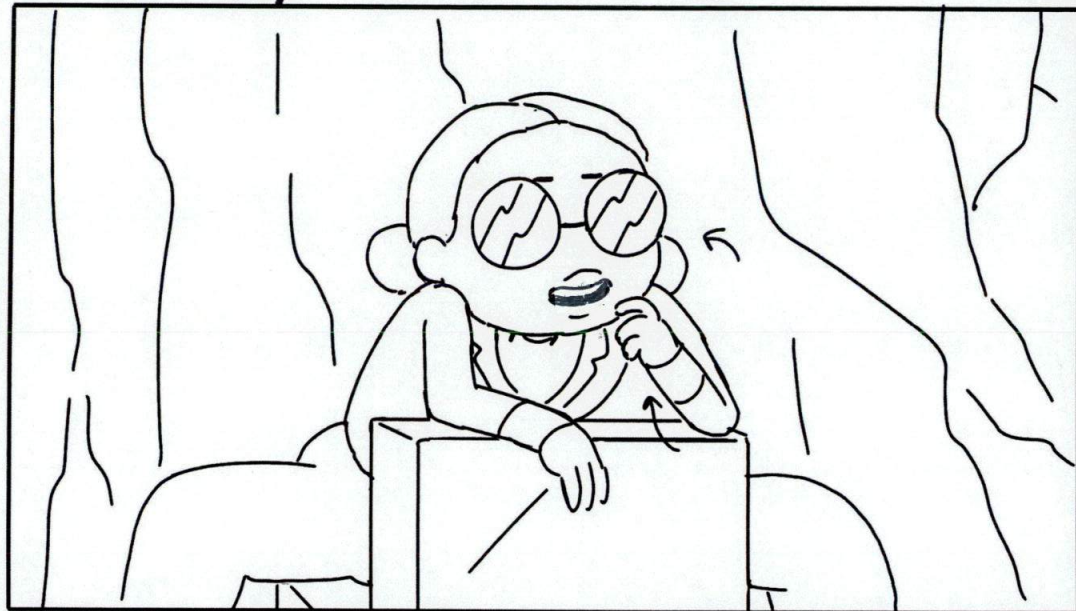


# ADVENTURE TIME



Page 195

Sc. 99 CONT Pnl. C Bg. day night



Sc. 99 CONT Pnl. D Bg. day night



Dialog: P: Oh no... wait... that was...

P: ...(chuckle) that was THOSE guys!

Action:

DEC 02 2010

Timing:

EPISODE #

1034-242

Production:

1034/242

1034/242

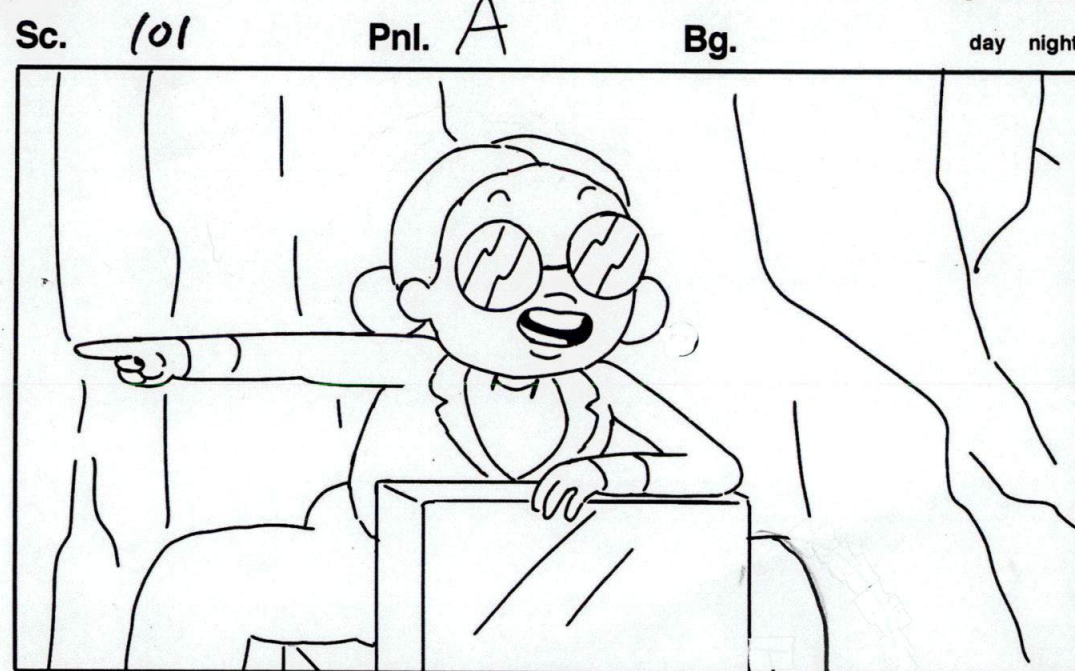
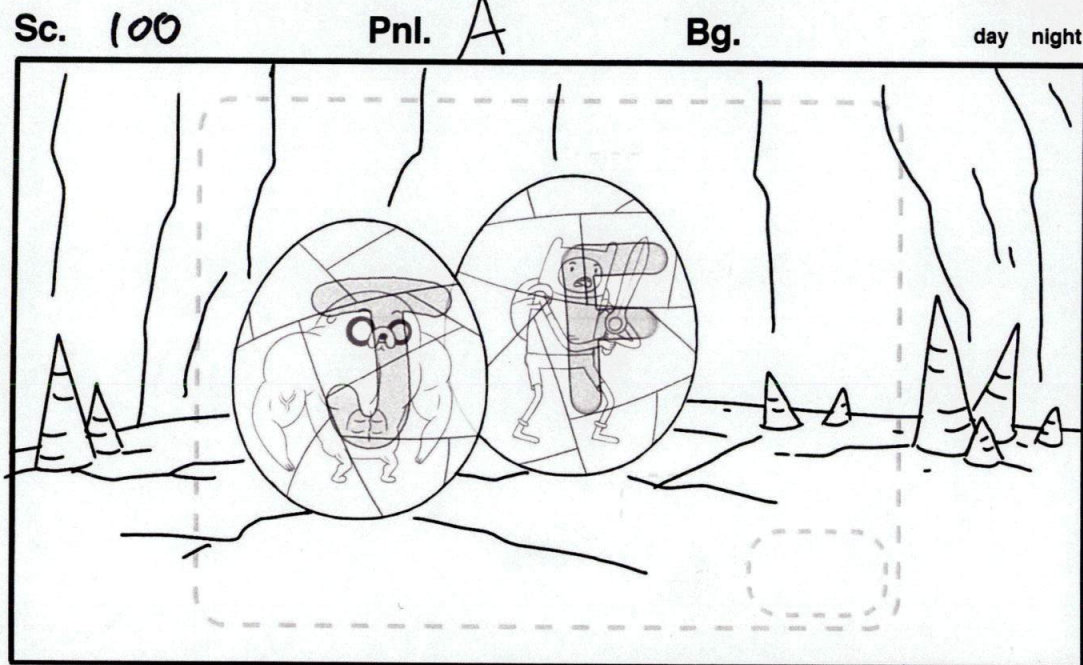
1034/242



# ADVENTURE TIME



Page 196

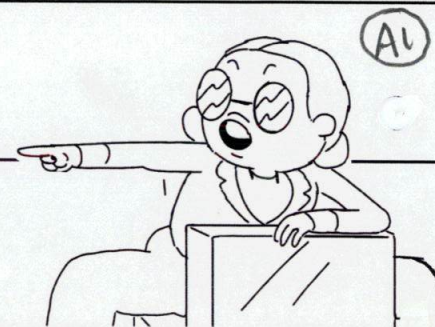


Dialog: P: ~~haha~~ I told those guys! haha  
(0/5)

P: Not you guys, those

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

1034/242



# ADVENTURE TIME



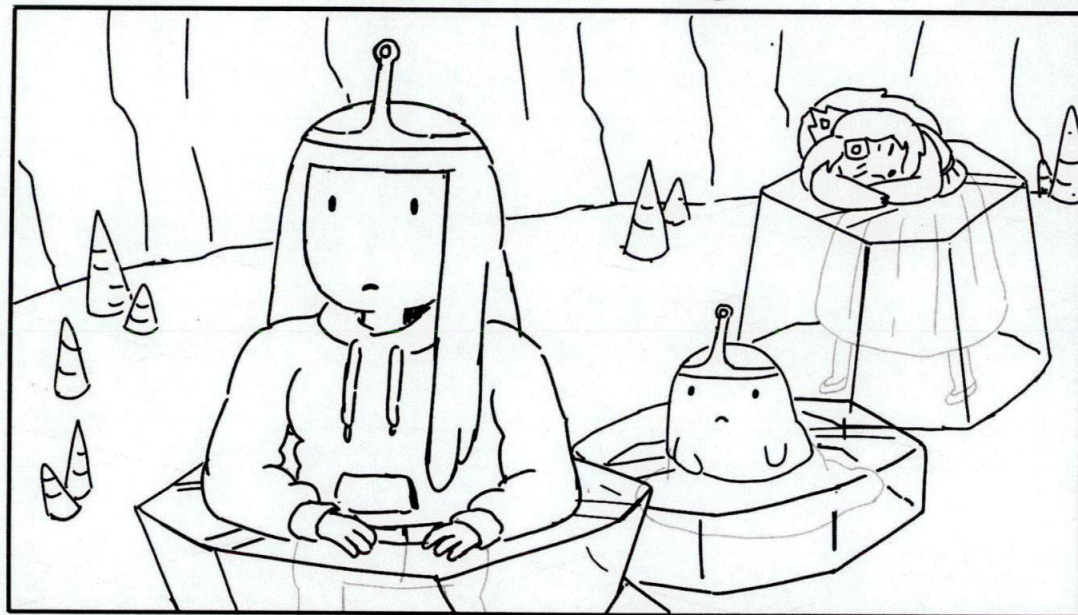
Page 197

Sc. 102

Pnl. A

Bg.

day night



Sc. 102 cont Pnl. B

Bg.

day night



Dialog:

*Patric "Guy's"  
(vo)*

P: (o/s) ohheho

Action:

- PB & SF look at each other & sort of shrug

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

Production:

1034/242



# ADVENTURE TIME



Page 198

Sc. 103

Pnl. A

Bg.

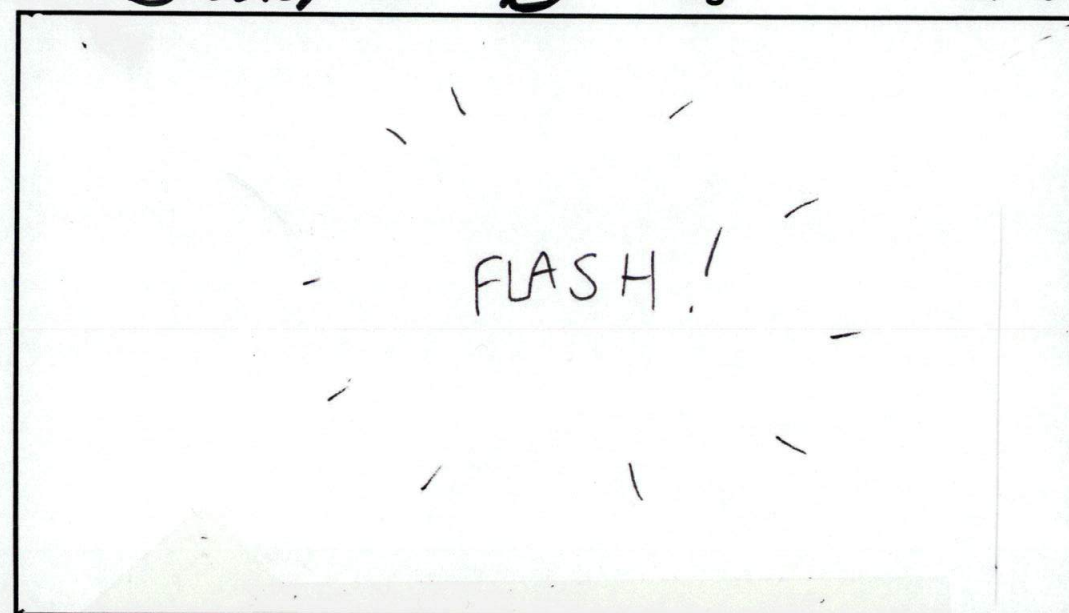
day night

Sc. 103 cont

Pnl. B

Bg.

day night



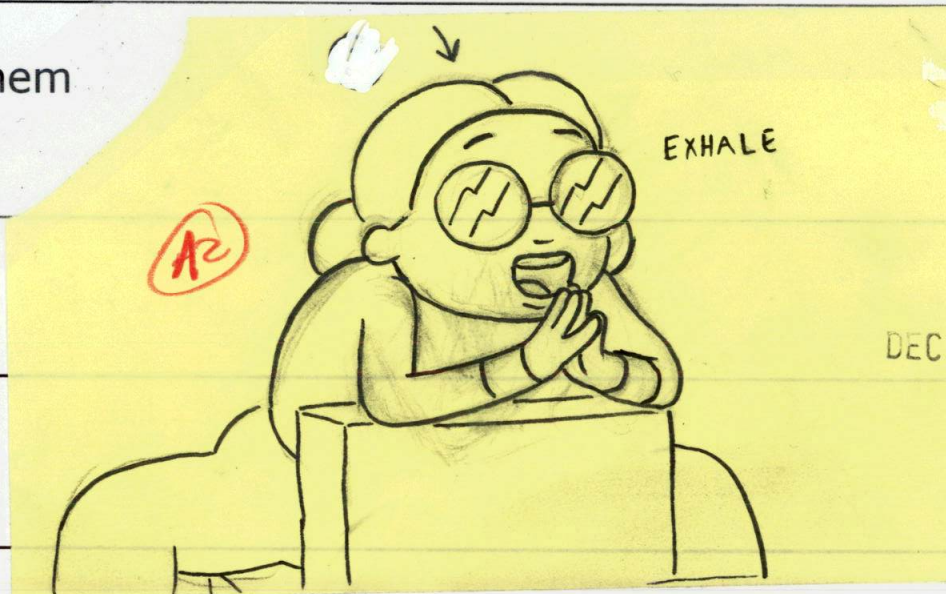
Dialog: P: ok um this is like basic  
Elemental History ok so just listen up... ahem

Action:

Timing:



(A1)



DEC 02 2015

Production:

EPISODE #

1034-242

1034/242

1034/242



# ADVENTURE TIME



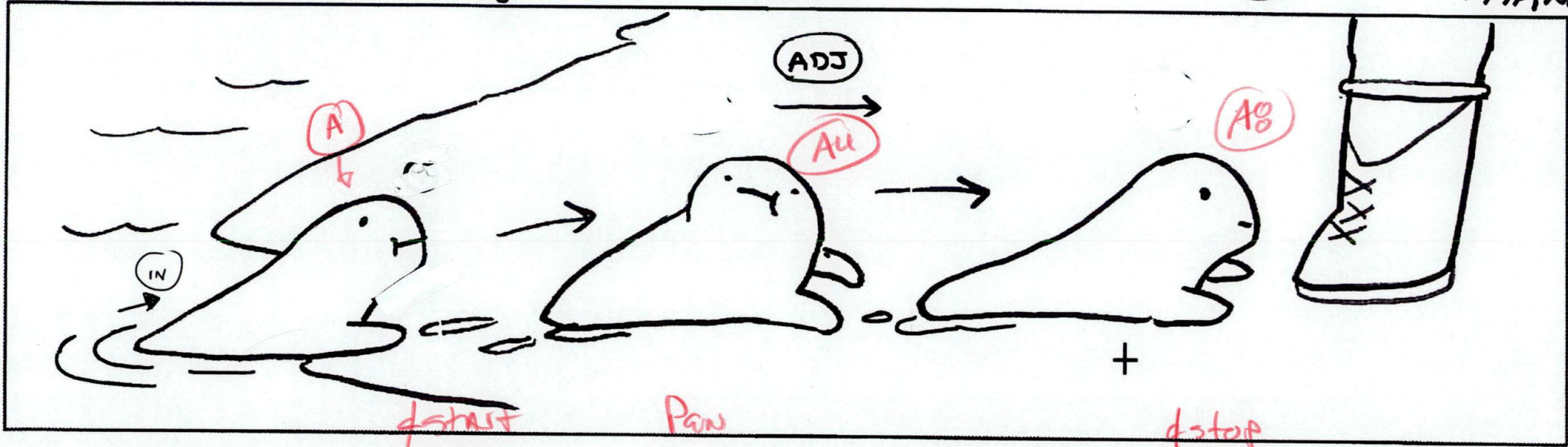
Sc. 104

Pnl. A

Bg.

(B)

Page 199  
199A NEXT



Dialog:

(v.o.)  
P/ Ever since life began on  
this planet..

(v.o.)  
P/ there have always been embodiments  
of the four elements

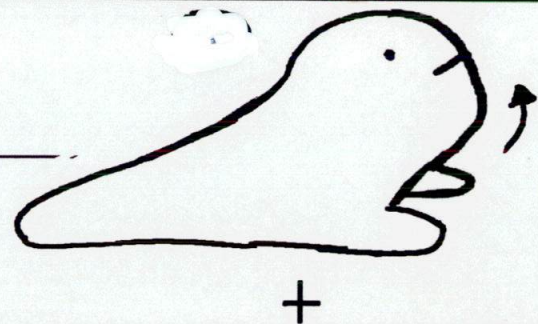
Action:

- AMPHIBIAN CLIMBS OUT OF WATER,  
PAN W/ CREATURE

- AMPHIBIAN STOPS  
NEXT TO BOOT.

Timing:

SEE ADDITIONAL POSES ON  
Pg. 199A.



1034-242  
EPISODE #

Production:

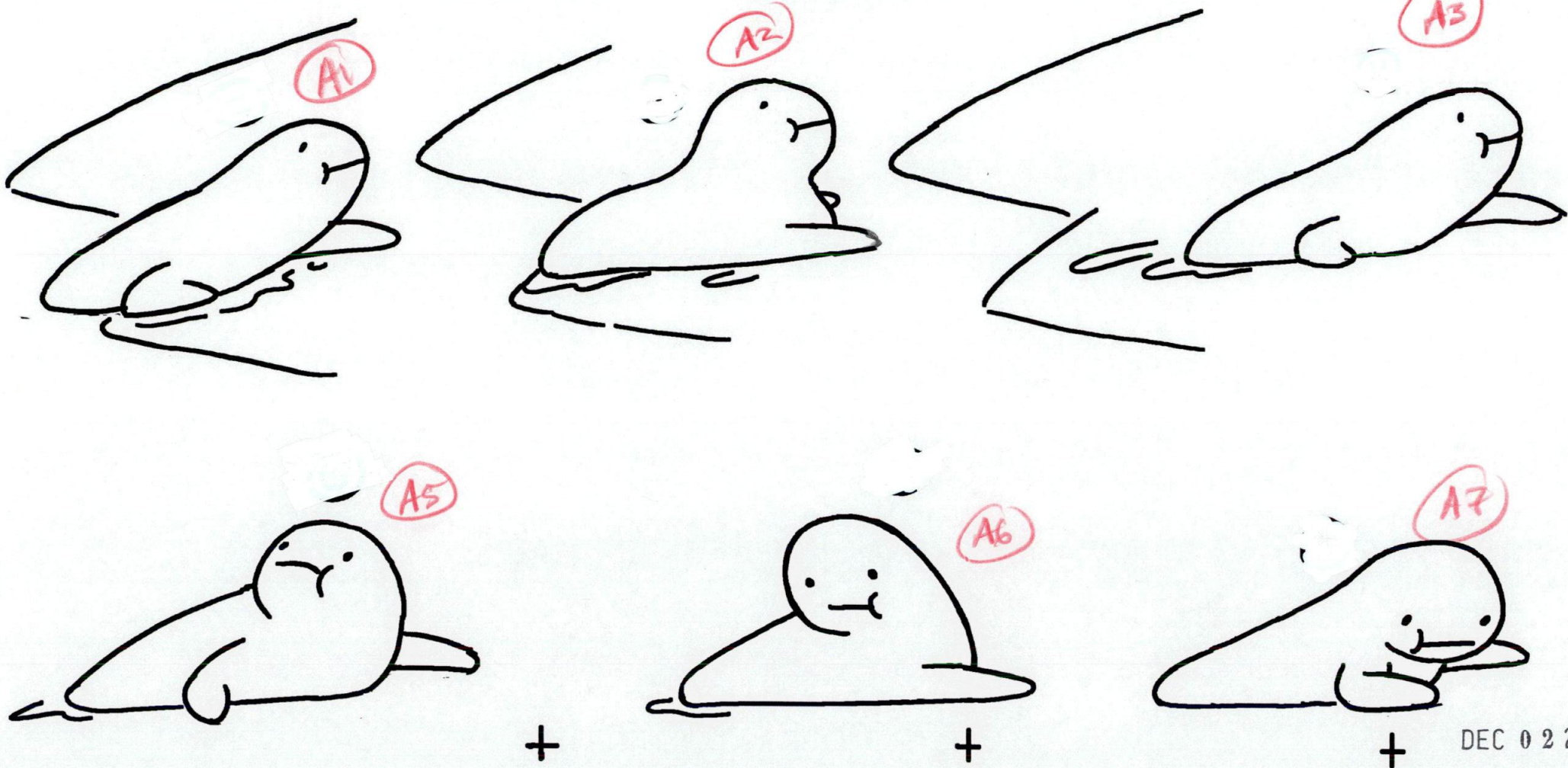
1034/242



ADVENTURE TIME



199A  
200 NEXT



DEC 02 2015

1034/242

EPISODE # 1034-242

1034/242

Production:

1034/242

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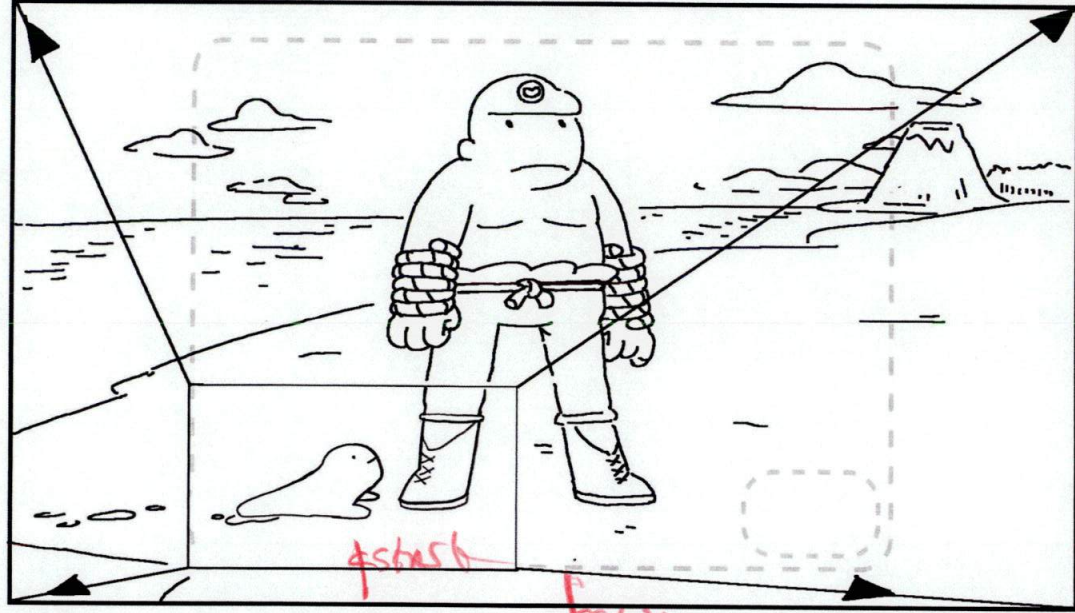


# ADVENTURE TIME

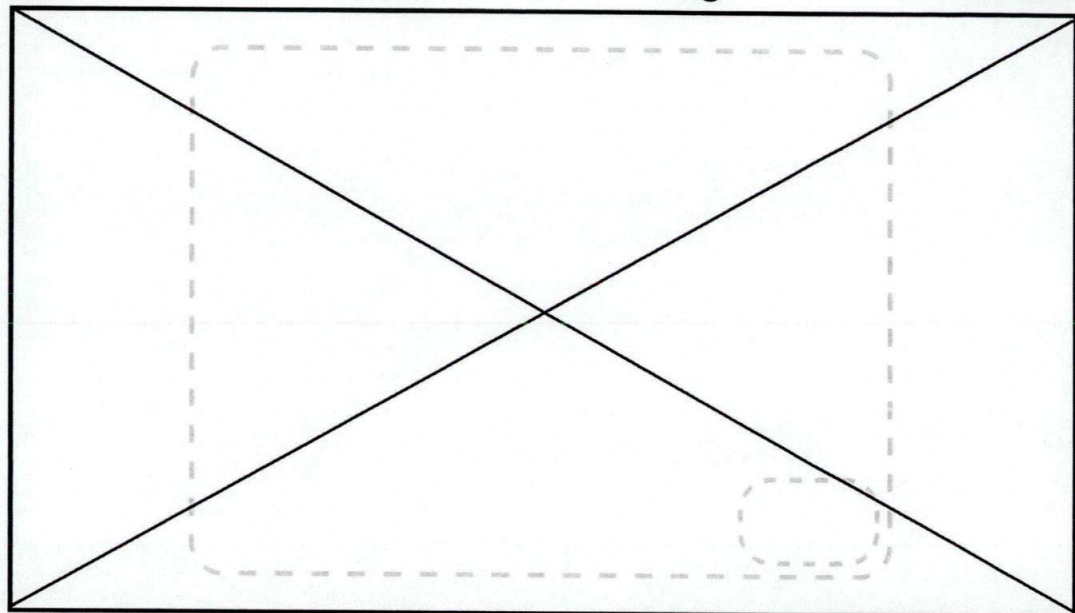


Page 200  
No. 201  
day night

Sc. 104 CONT Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<p>Action: <i>Play</i></p> <p>- TRUCK OUT TO REVEAL A CANDY ELEMENTAL.</p>
Timing:

DEC 02 2015

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Production:

1034/242

1034/242

1034/242

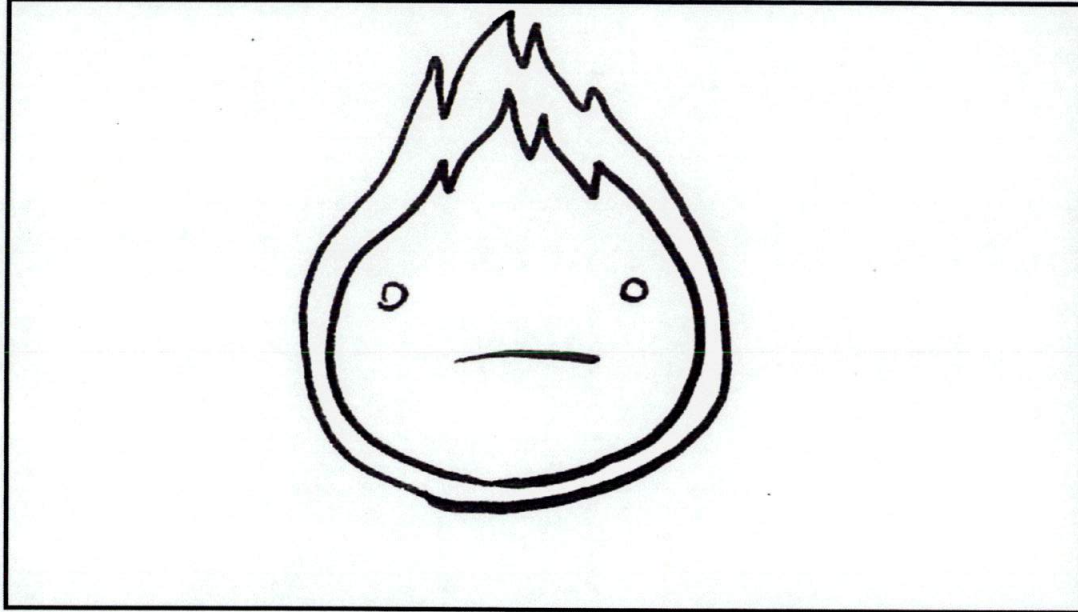


# ADVENTURE TIME

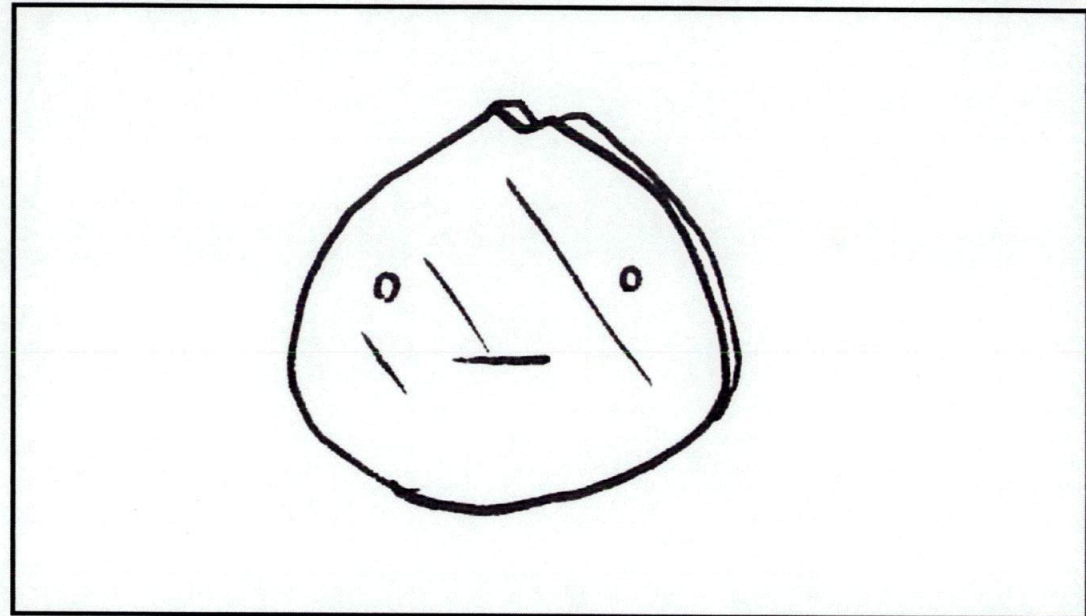


Page 202

Sc. 105 Pnl. A Bg. day night



Sc. 106 Pnl. A Bg. day night



Dialog:

P: (V.O) FIRE ...

P: (V.O) ICE ...

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

1034/242



CV 617806

# ADVENTURE TIME

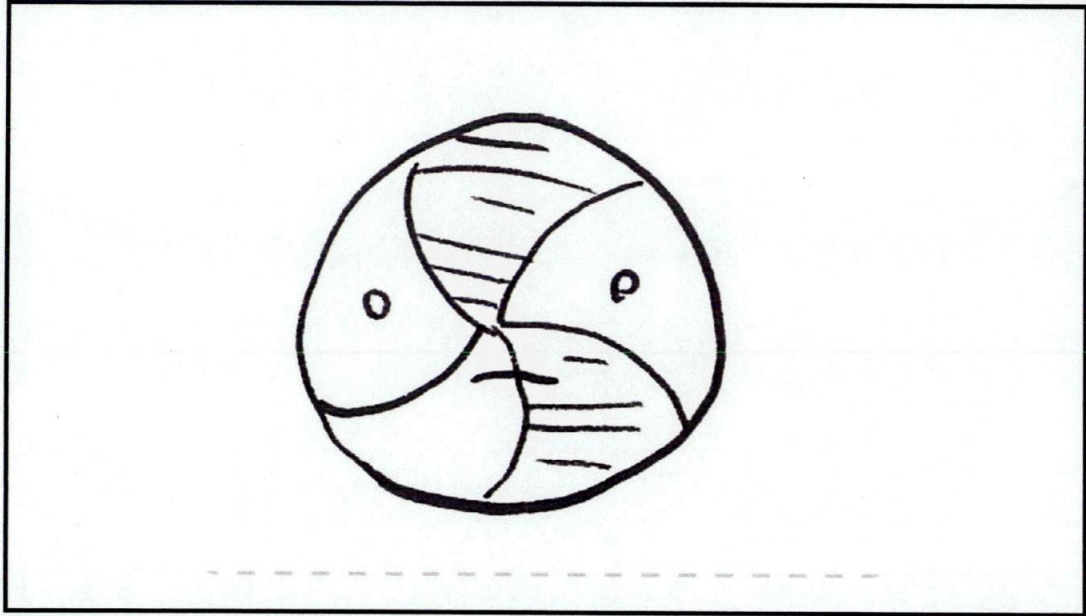


Sc. 107

Pnl. A

Bg.

day night

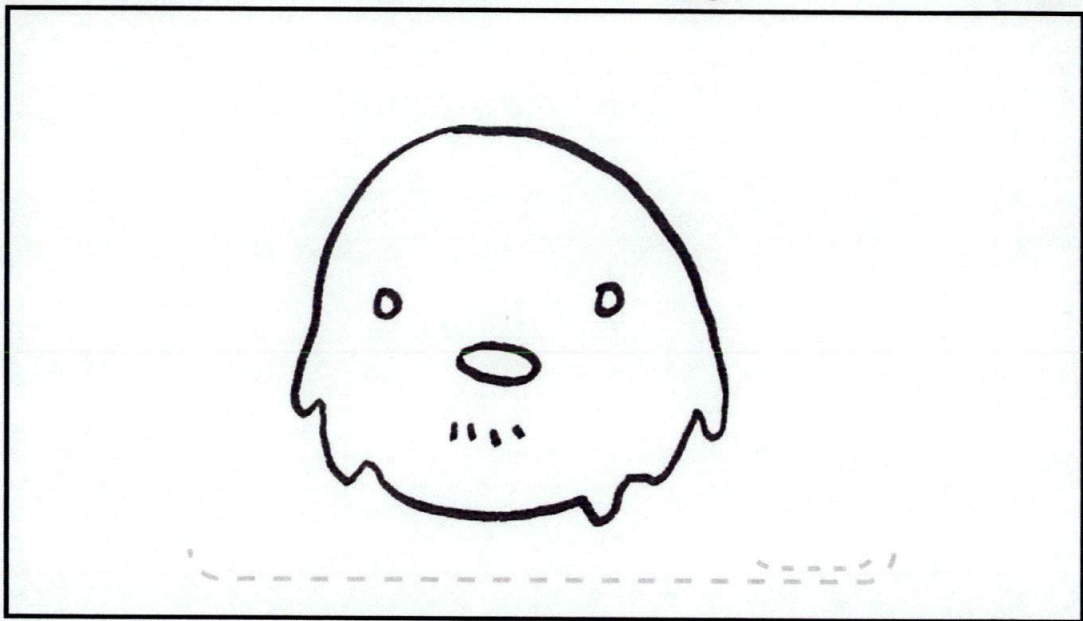


Sc. 108

Pnl. A

Bg.

day night



Dialog:

P/<sup>(vo)</sup>..candy..

Action:

Timing:

P/<sup>(vo)</sup>..and slime..

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

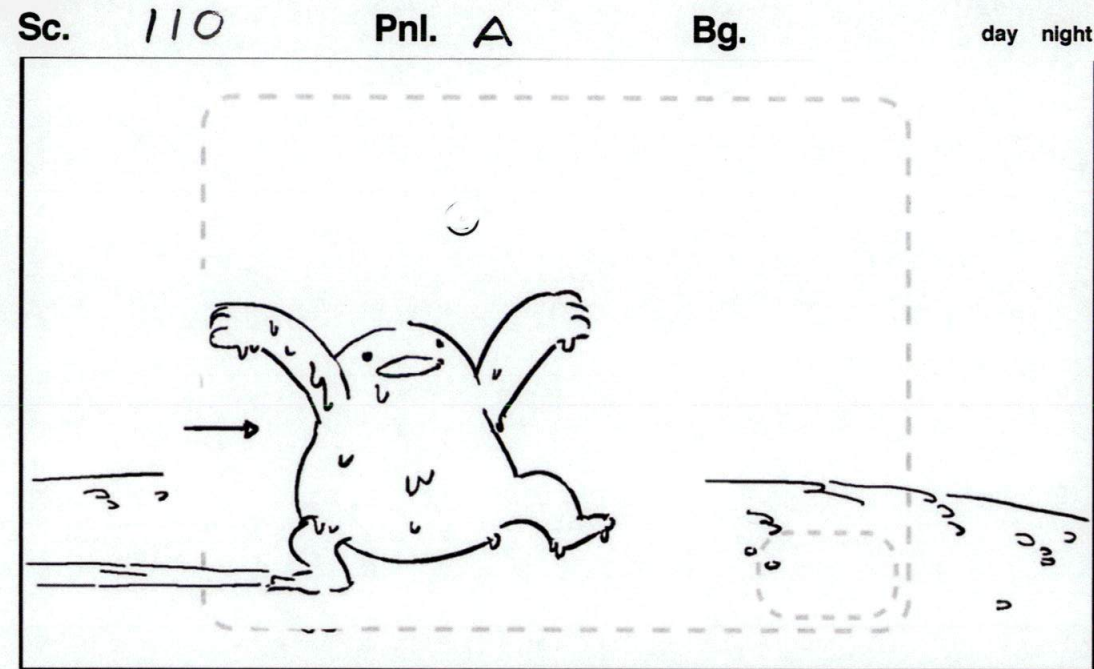
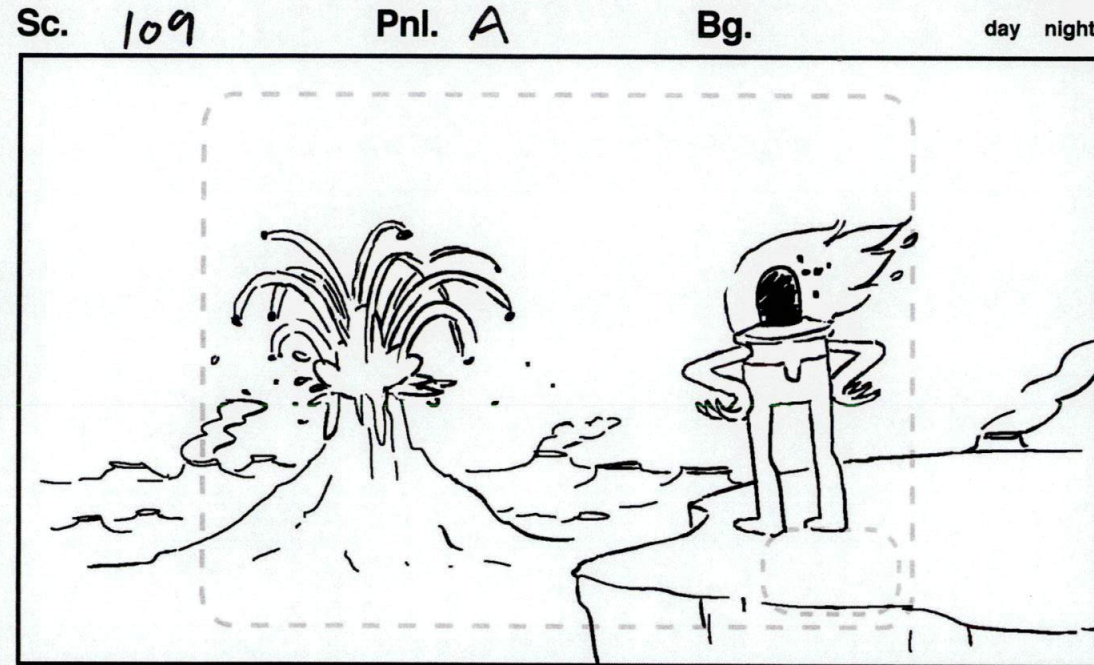
1034/242



# ADVENTURE TIME



Page 204



Dialog: (V.O.)  
Pl across eons  
and millennia...

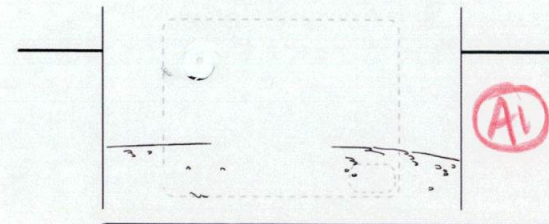
Pl the four  
elementals  
lived...

Action:  
- FIRE ELEMENTAL WATCHES  
VOLCANO ERUPT.

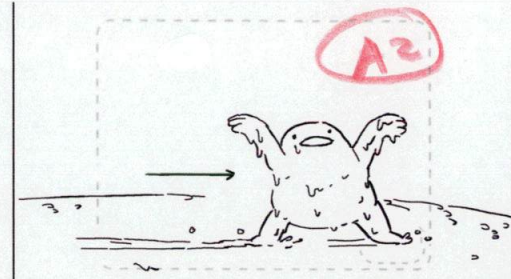
Timing:



- SLIME ELEMENTAL  
SLIDES ON/S.



DEC 02 2015



EPISODE # 1034-242

Production:

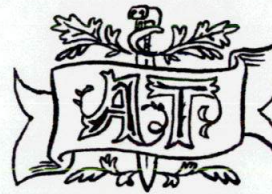
1034/242

1034/242

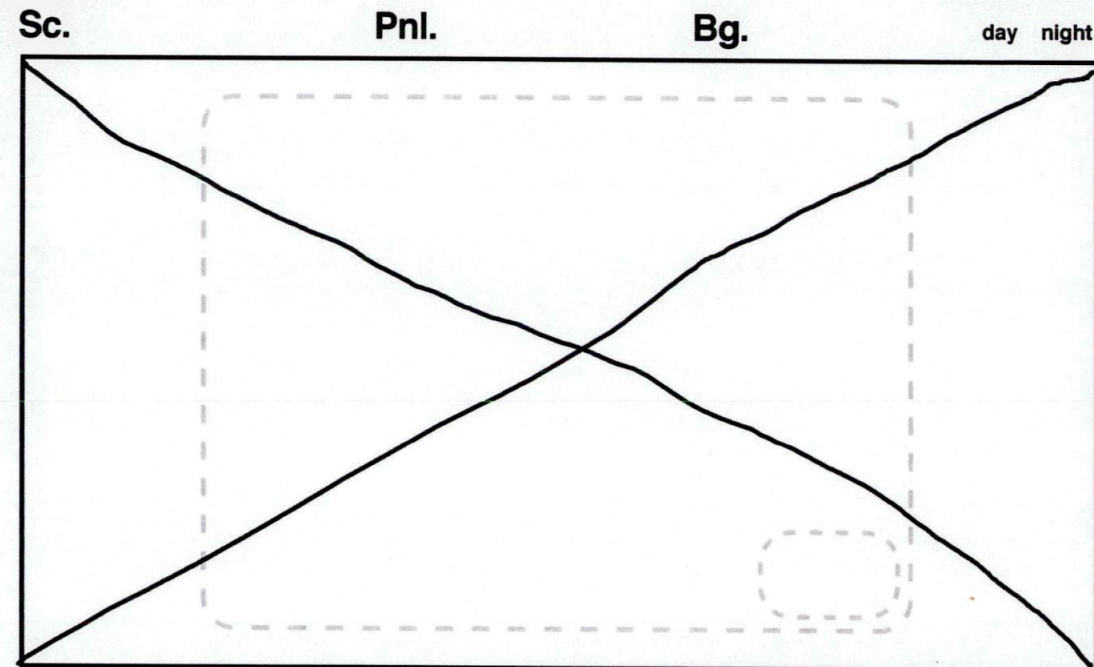
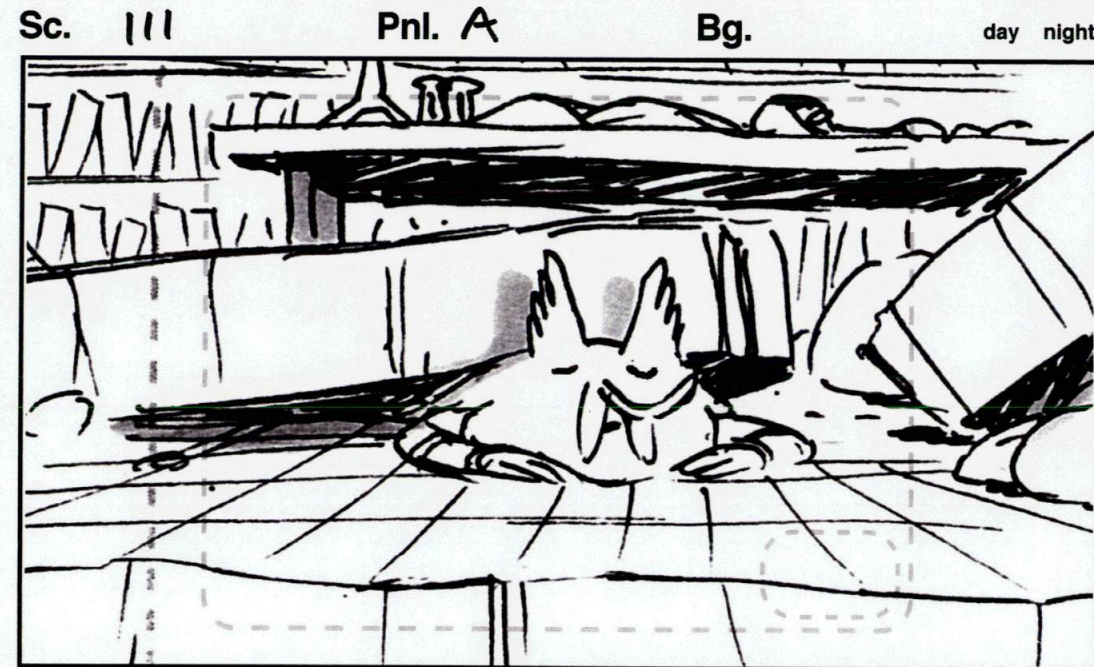
1034/242



# ADVENTURE TIME



Page 205



Dialog:

P/...<sup>(go)</sup> and died..

Action:

- FLASHBACK TO EVERGREEN

Timing:

DEC 02 2015

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EPISODE #

1034/242

Production:

1034/242

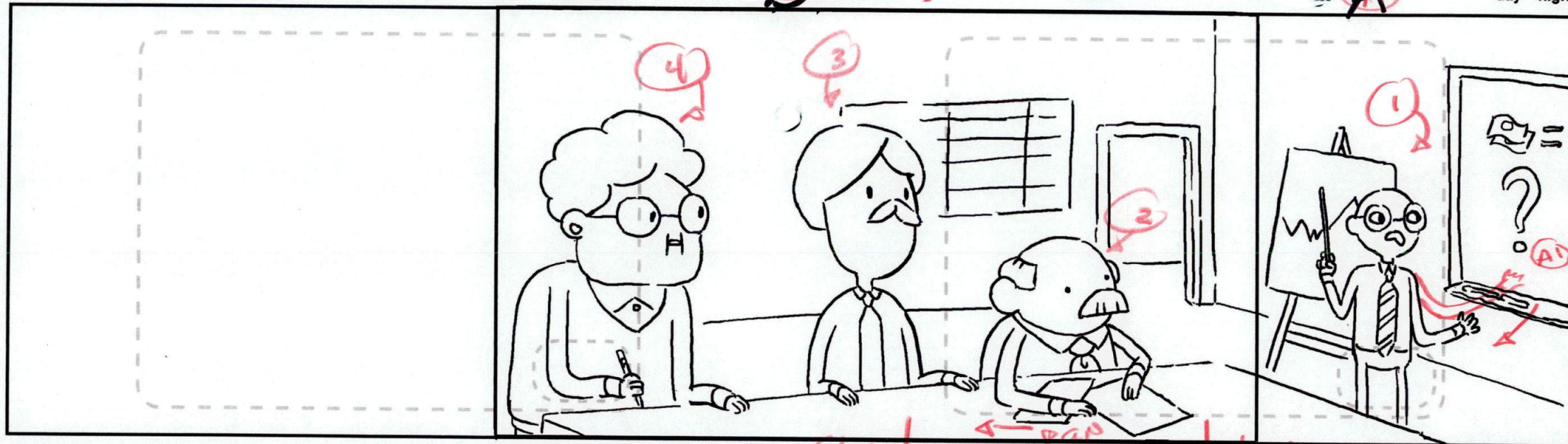


# ADVENTURE TIME



Page 206

day night



EPISODE # 1034-242

1034/242

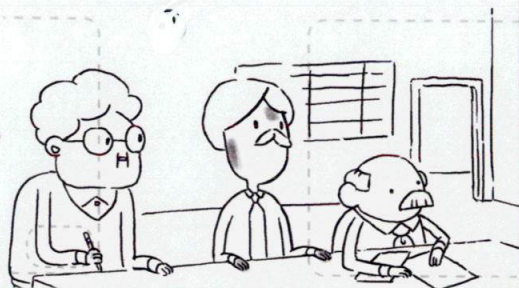
Dialog:

P/... and lived again.

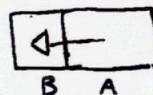
Action:

(guy in a board meeting)  
TURNS PINK.

Timing:



CAM ADJ



DEC 02 2015



Production:

1034/242

1034/242



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1034/242

# ADVENTURE TIME



NO  
SC  
114

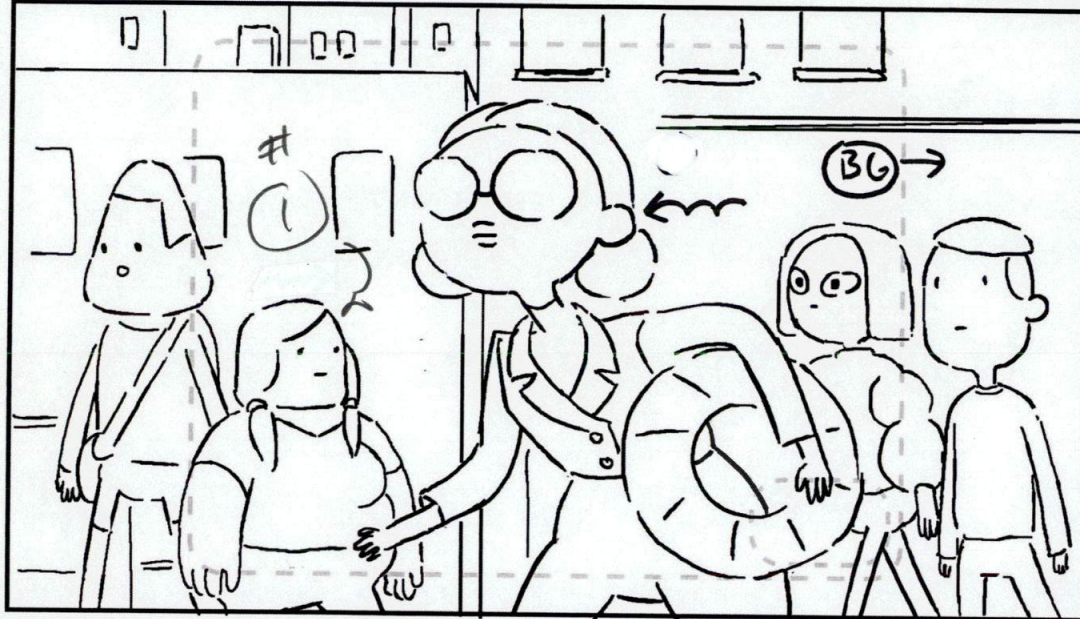
Page 207  
day night

Sc. 113

Pnl. A

Bg.

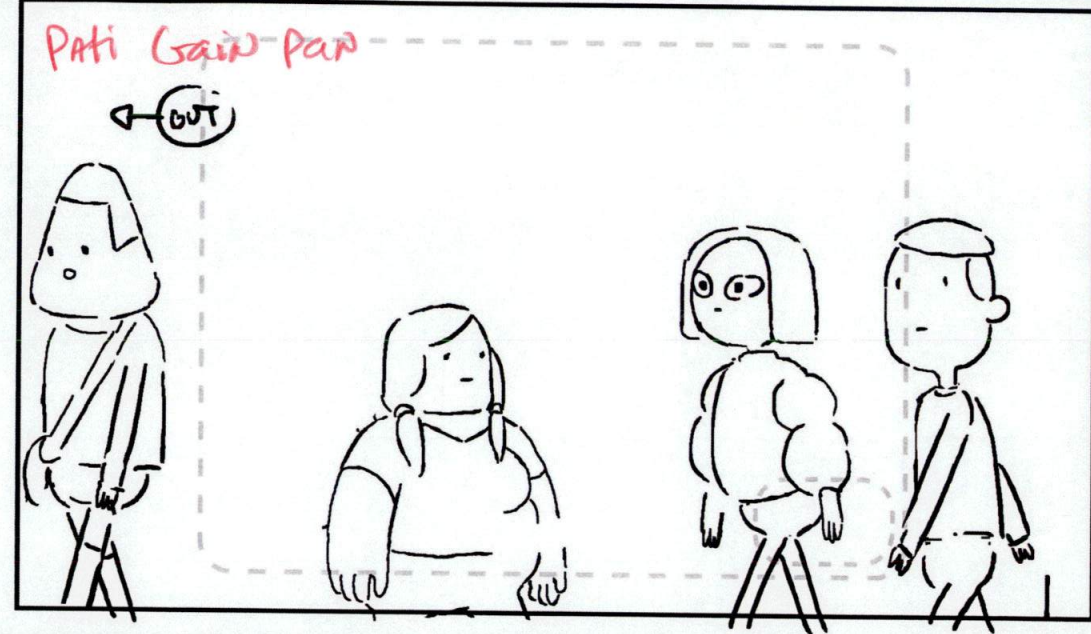
day night



Sc. 113 *cont* Pnl. B

Bg.

day night



Dialog:

(V/O)

P/ I was the  
incarnation of  
the Ice elemental  
back in the day..

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

1034/242

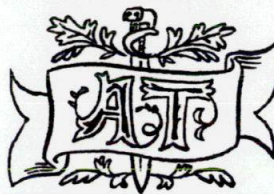
Production:

1034/242

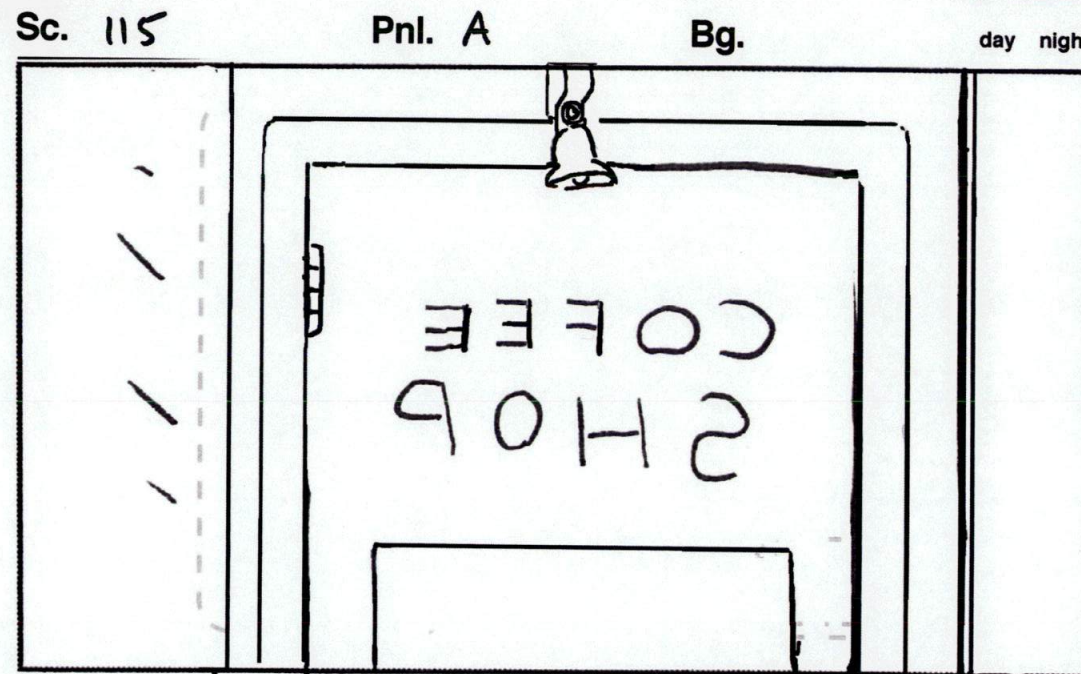
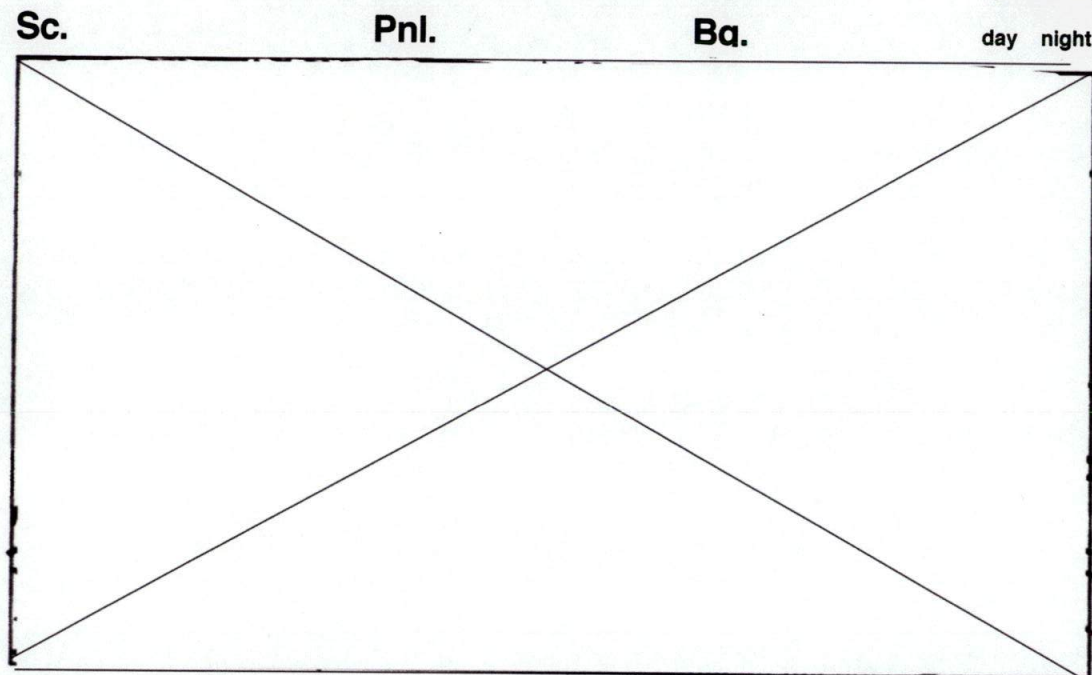


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# ADVENTURE TIME



Page 208

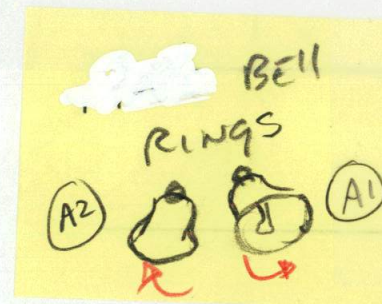


Dialog:

Action:

Timing:

(v.o.)  
P/ and you guys  
were there too



DEC 02 2015

1034-242

EPISODE #

Production:

1034-242

1034/242

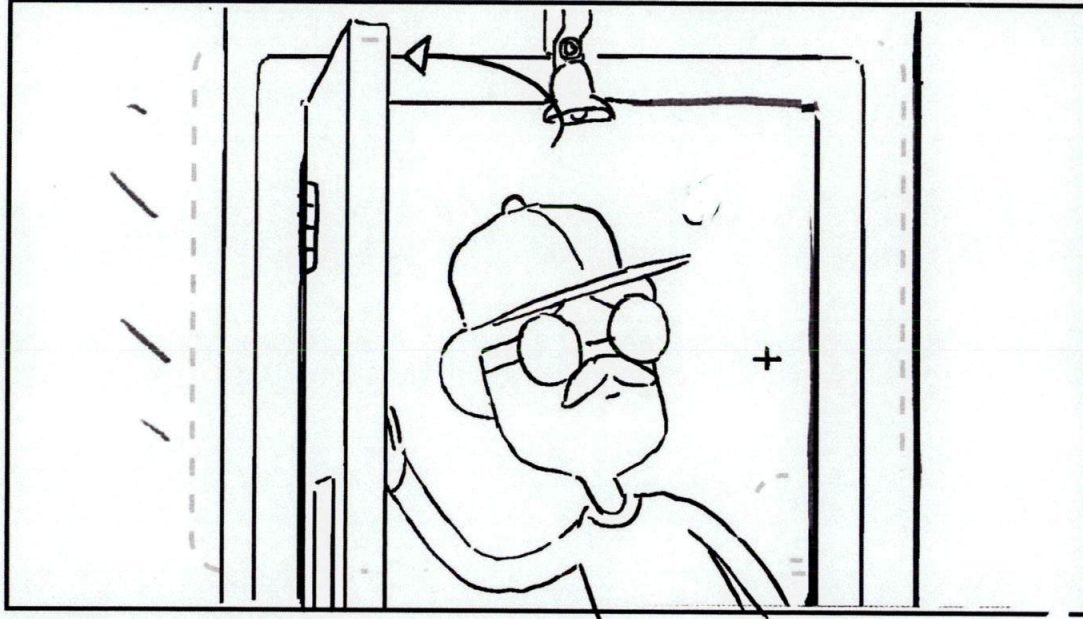


# ADVENTURE TIME

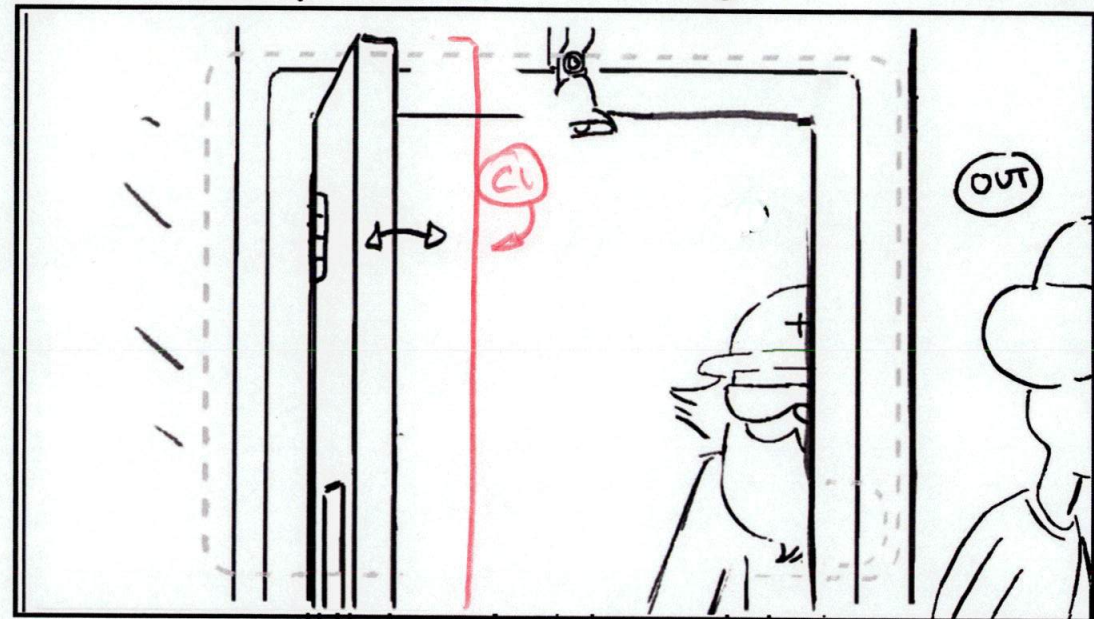


Page 209

Sc. 115 CONT Pnl. B Bg. day night



Sc. 115 CONT Pnl. C Bg. day night

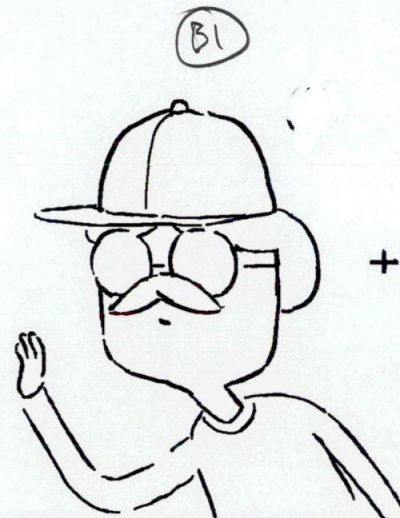


Dialog:

Action:

Timing:

(PINK SKIN)



(RED SKIN)



DEC 02 2015

1034-242  
EPISODE #

Production:

1034/242

1034/242



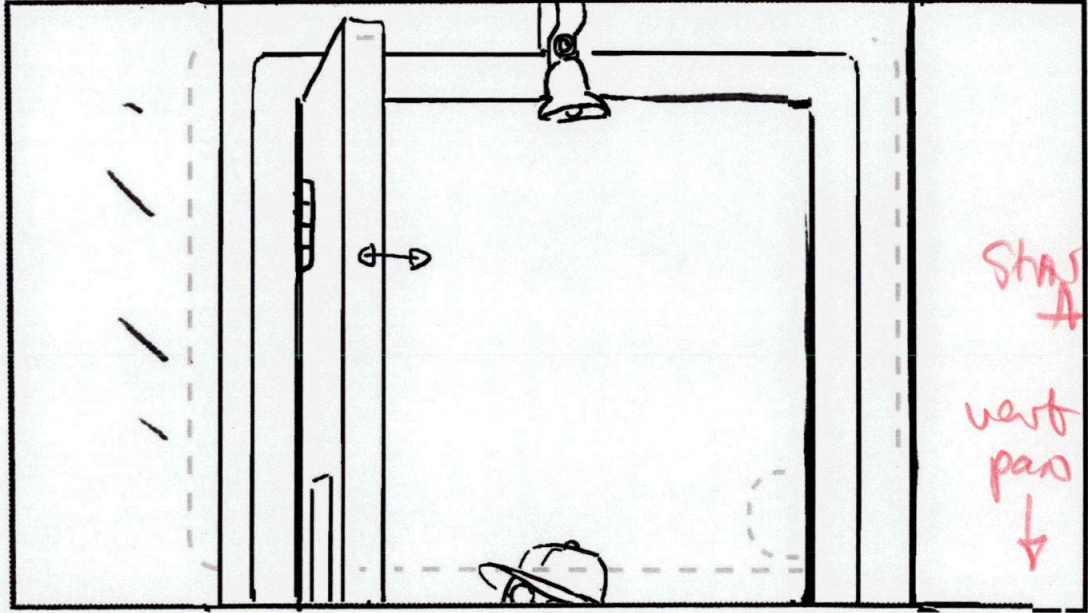
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1034/242

# ADVENTURE TIME



Sc. 115 *CONT* Pnl. D Bg. day night



Dialog:

CAM  
ADJ 

+
↓

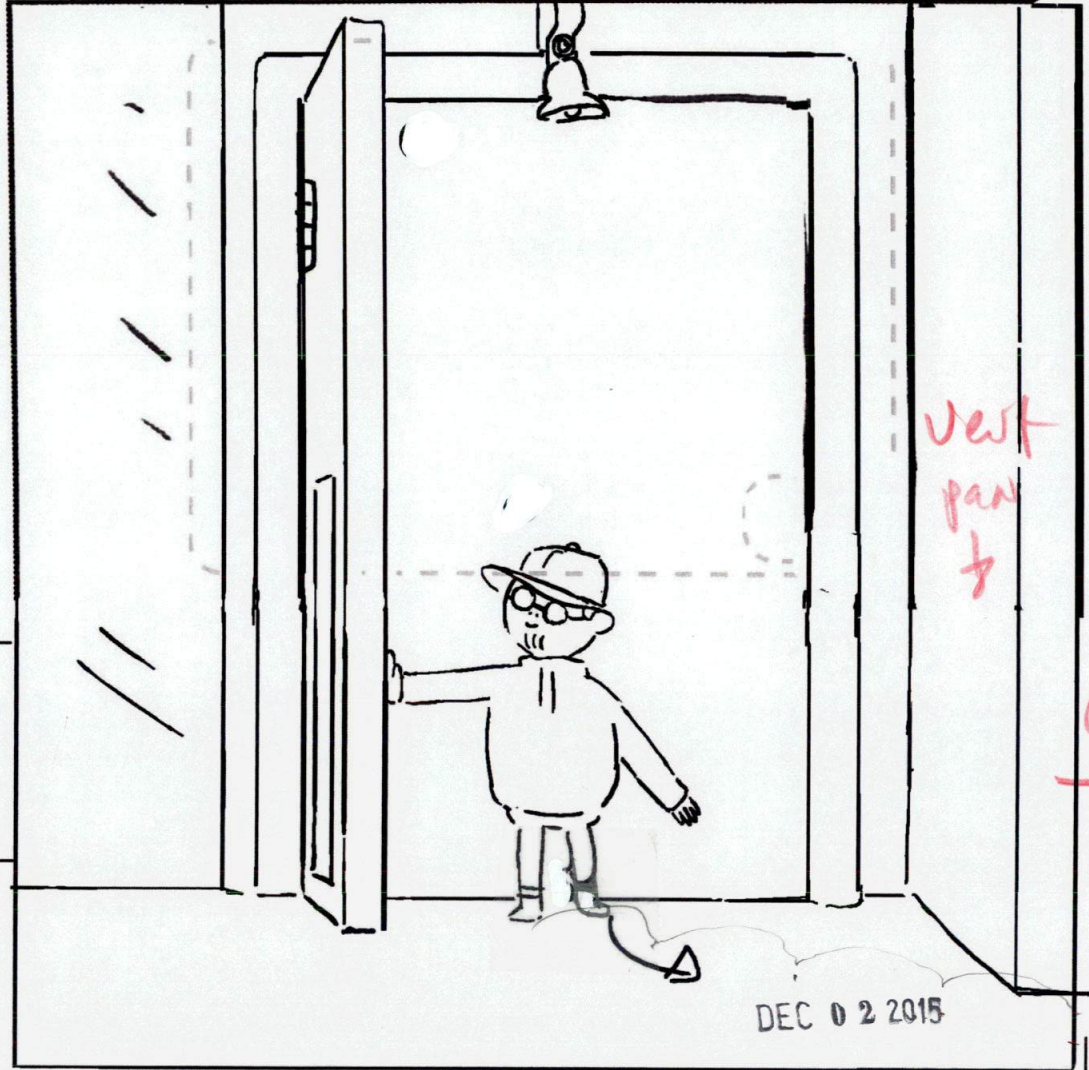
 A  
B

Action:

- PAN DOWN TO SHORT SLIME ELEMENTAL.

Timing:

Sc. 115 *CONT* Bg. day night Page 210 *210A next*



ADDITIONAL  
POSES ON 210A (GREEN SKIN)

EPISODE # 1034-242

1034/242

Production:

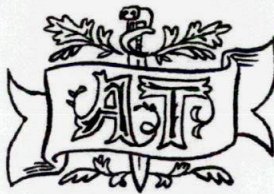
1034/242



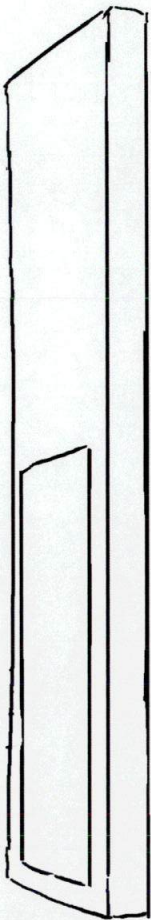
1034/242

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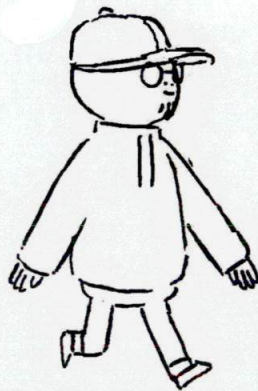
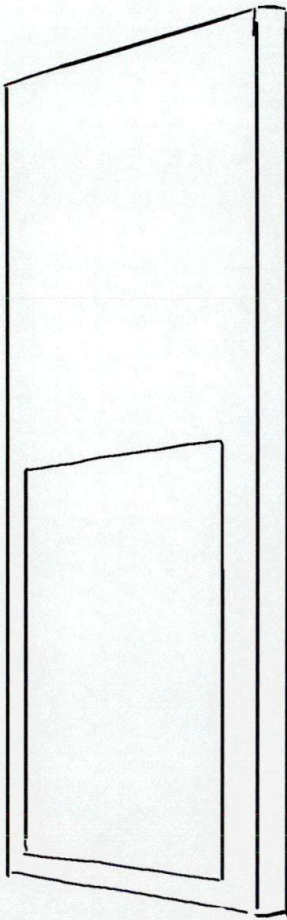
# ADVENTURE TIME



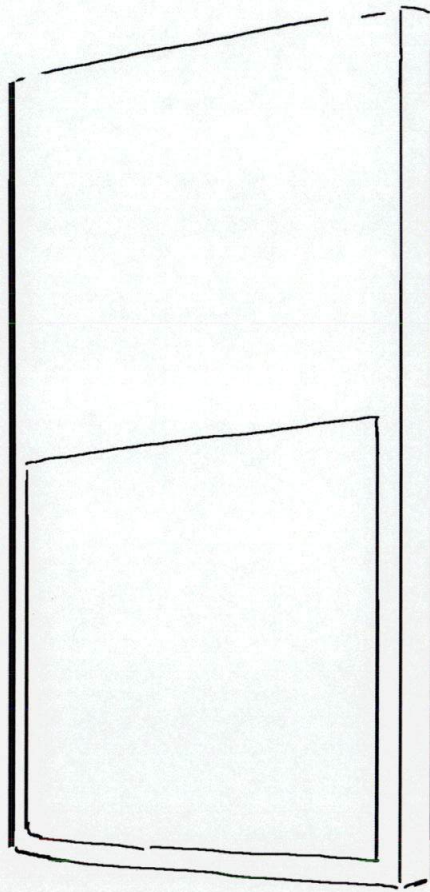
Page 210A  
211 NEXT



E1



E2



E3



DEC 02 2015

Production:

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1034/242



# ADVENTURE TIME



Page 211

Sc. 116

Pnl. A

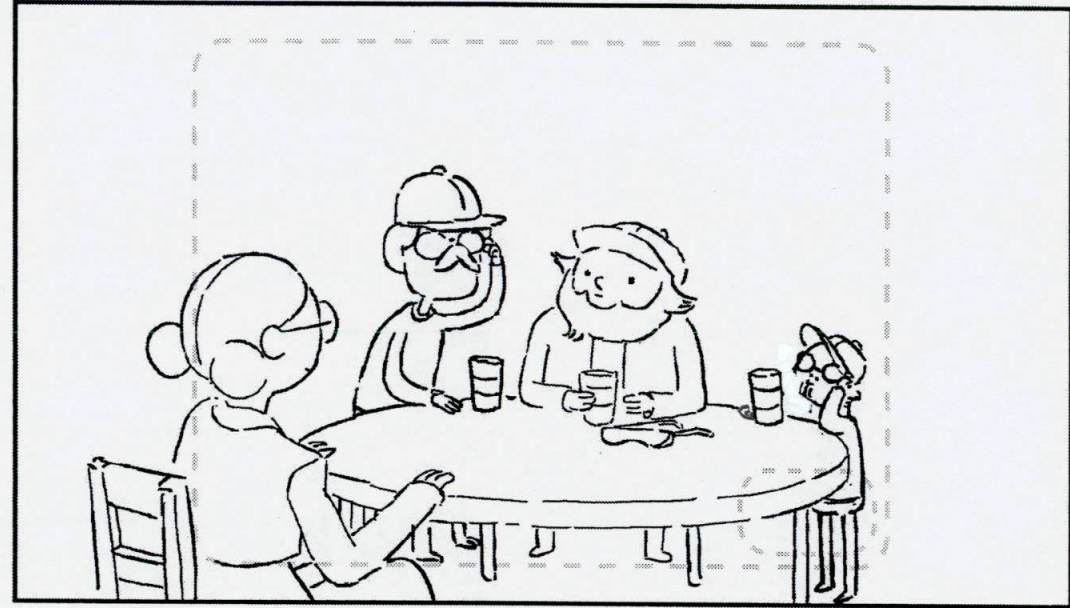
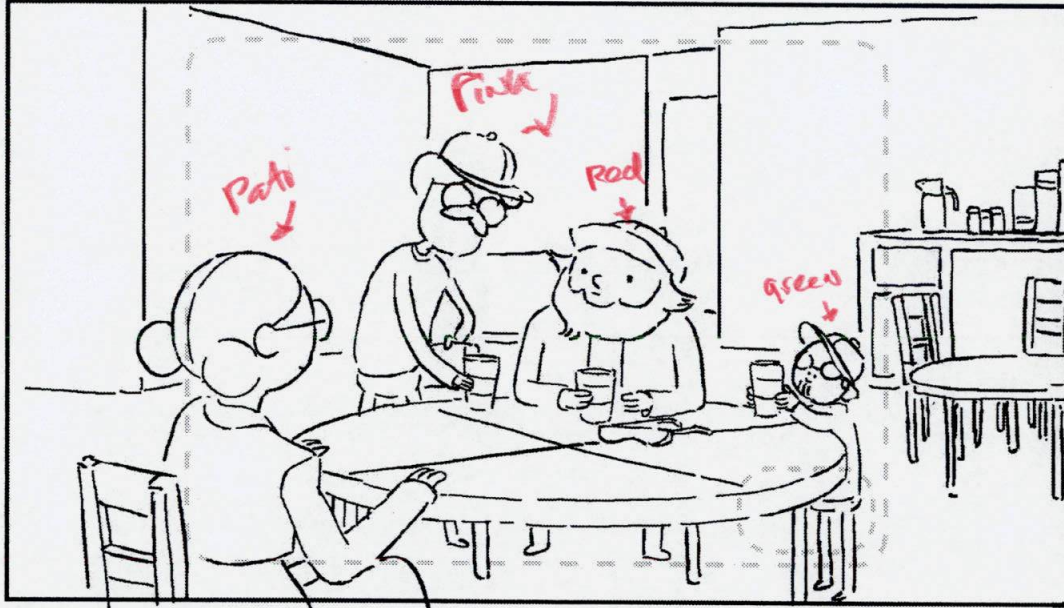
Bg.

day night

Sc. 116 *CONT* Pnl. B

Bg.

day night



Dialog:

*(CV)*  
P/ we used to  
get coffee  
some times.

P/ It felt  
good to be  
around each  
other...

Action:



Timing:



(COFFEE TABLE  
LOOKS LIKE TOP  
OF TOWER FROM 'EVERGREEN'

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034'242



# ADVENTURE TIME



Page 212

Sc. *116 CONT* Pnl. *C*

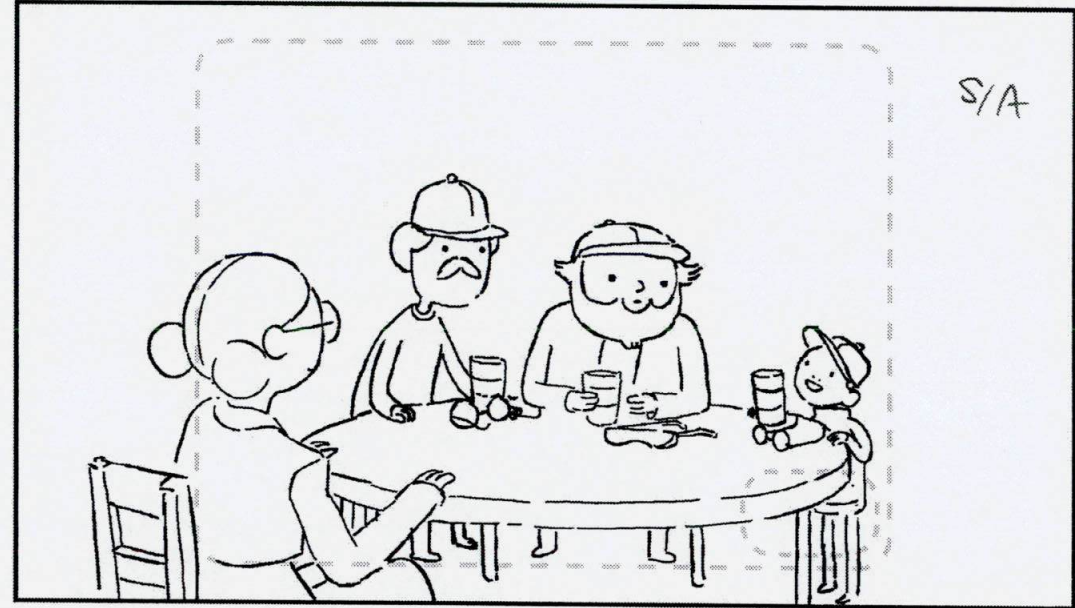
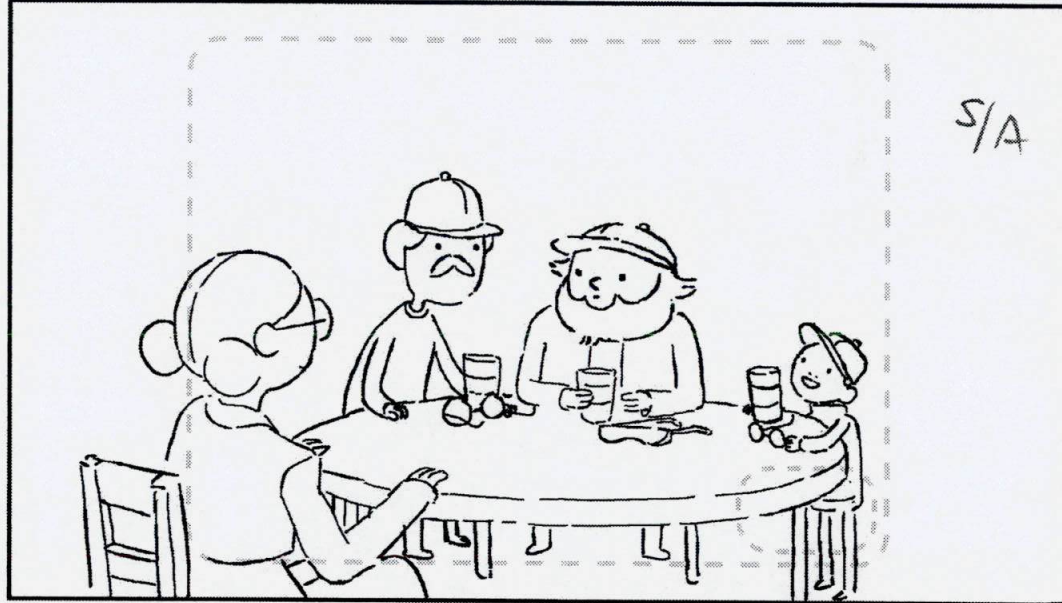
Bg.

day night

Sc. *116 CONT* Pnl. *D*

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242



# ADVENTURE TIME



Page 213

Sc. 117

Pnl. A

Bg.

day night



Sc. 117 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

(Fire dude lookin' around, make  
sure nobody's watching)

DEC 02 2015

Timing:

EPISODE # 1034-242

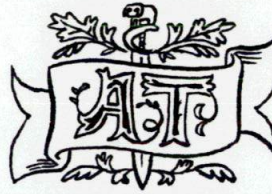
Production:

1034/242

1034/242



# ADVENTURE TIME



Page 214

Sc. 117 *CONT* Pnl. C

Bg.

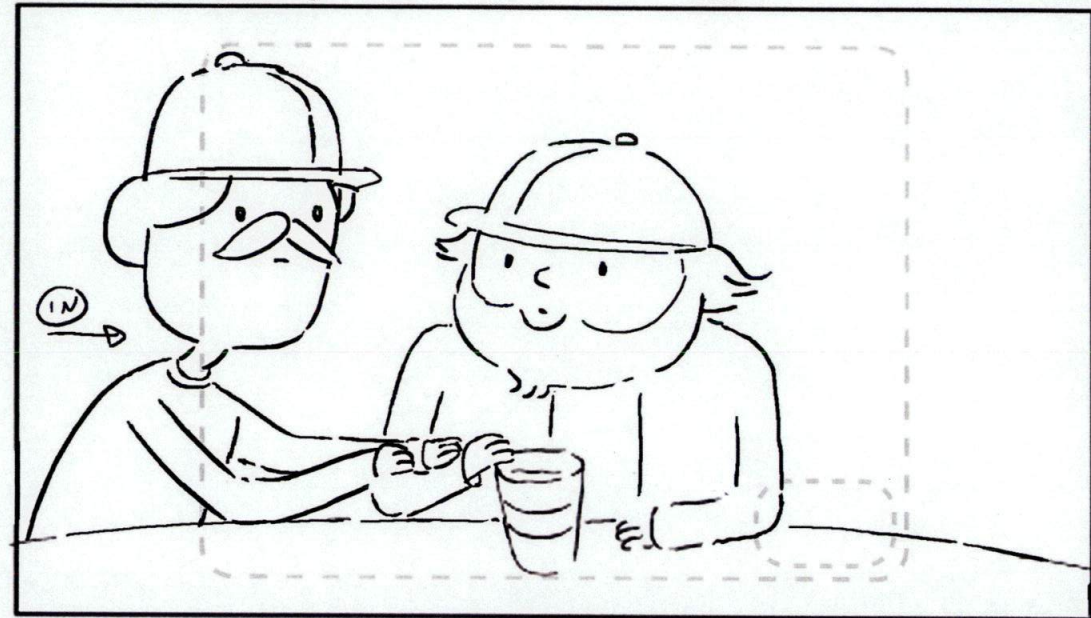
day night



Sc. 117 *CONT* Pnl. D

Bg.

day night



Dialog:

P) IT WAS A NON-MAGIC WORLD BACK THEN SO OUR  
powers were limited

P: BUT EVEN  
WEAK POWERS  
HAD TO STAY  
HIDDEN!

Action:



(zap zap)

( Fire dude zaps  
his coffee with  
a little heat )

(candy dude gently stops fire dude  
From using his powers )

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

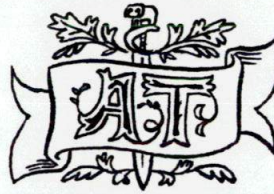
1034/242



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1034/242

# ADVENTURE TIME

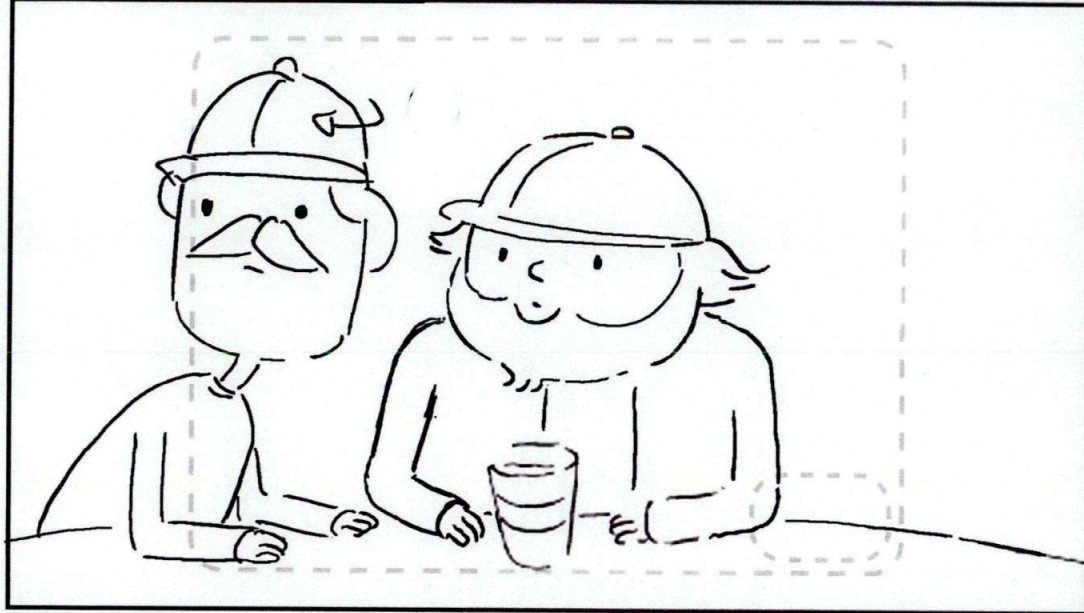


Page 215

Sc. 117 cont Pnl. E

Bg.

day night



Sc. 117 cont Pnl. F

Bg.

day night



Dialog:

SFX:

\* VMM \*

Action:

- CANDY DUDE LOOKS INTO CUP

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

Production:

1034/242

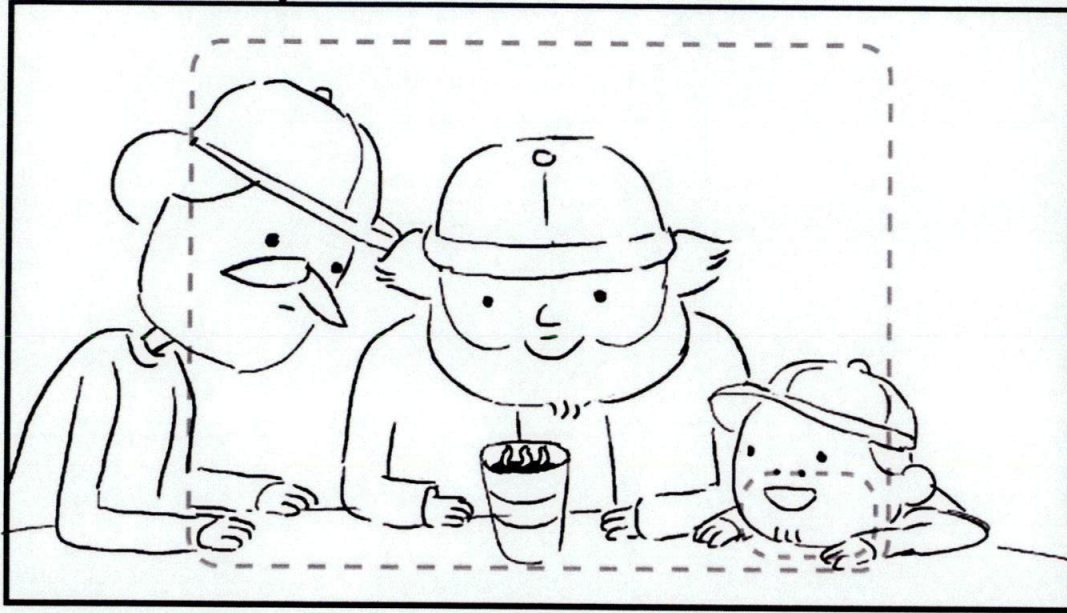


# ADVENTURE TIME



Page 216

Sc. 117 cont Pnl. 6 Bg. day night



Sc. 117 cont Pnl. H Bg. day night



Dialog:	(V.O.) <u>P</u> : But as we gathered more and more, _____
Action:	- SLIME DURE SLIDES IN. <span style="float: right;">ANIMATE IN ON CUP</span>
Timing:	DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

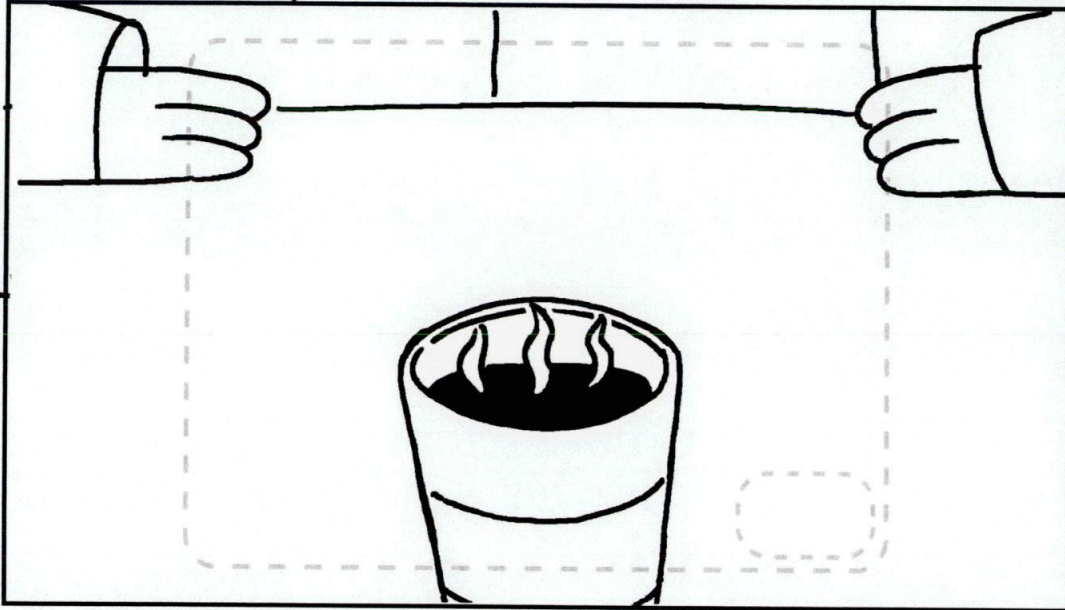


# ADVENTURE TIME

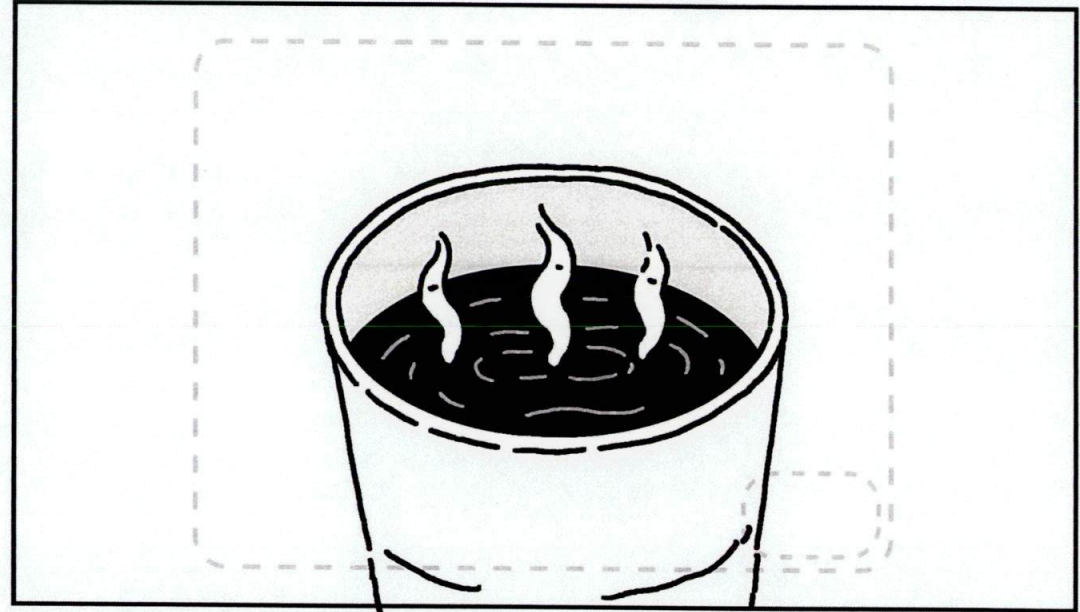


Page 217

Sc. 117 CONT Pnl. I Bg. day night



Sc. 117 CONT Pnl. J Bg. day night



Dialog:

(V.O.)  
P: WE began to see visions . . .

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME



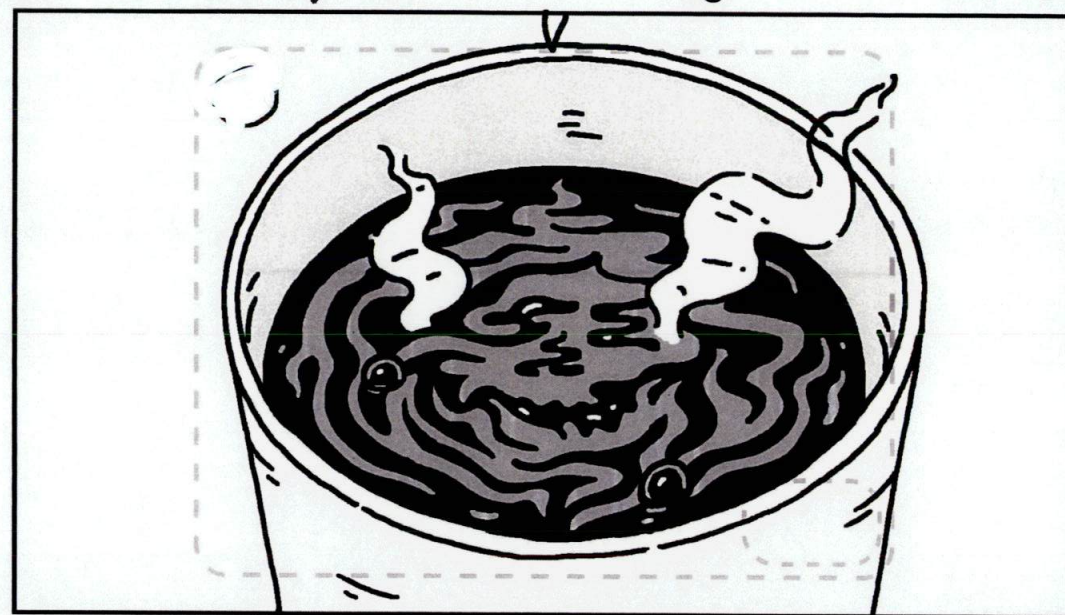
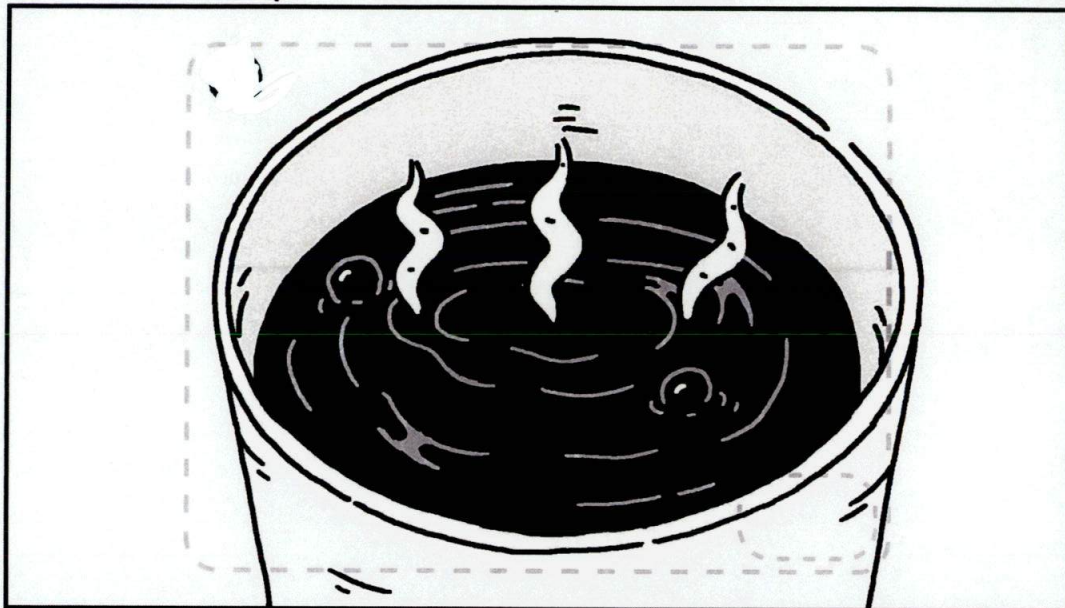
Page **218**

Sc. 117 *cont* Pnl. **K** Bg.

day night

Sc. 117 *cont* Pnl. **L** Bg.

day night

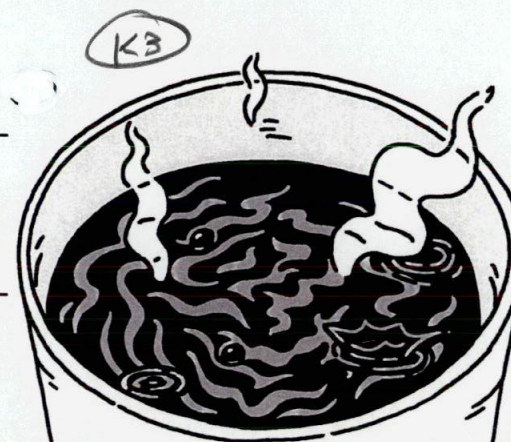
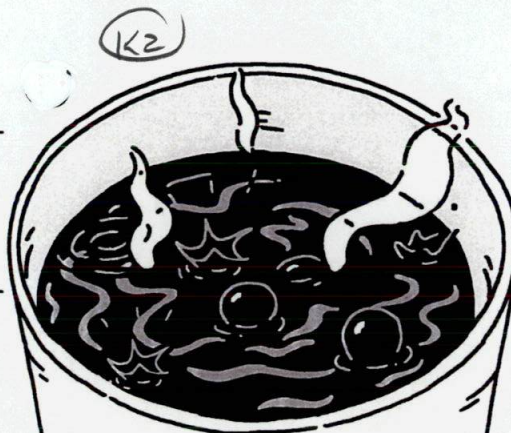


Dialog:

P: (V.O) ... VISIONS OF THE FUTURE.

Action:

Timing:



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EPISODE # 1034-242

Production:

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1034/242



ADVENTURE TIME




Page 219

Sc. 117 cont Pnl. M Bg. day night



Sc. 117 cont Pnl. N Bg. day night



Dialog:		
Action:		- IMAGE of LICH APPEARS IN COFFEE -
Timing:		DEC 02 2015

CYCLE : (M) (MI)

EPISODE # 1034-242

Production:

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1034/242

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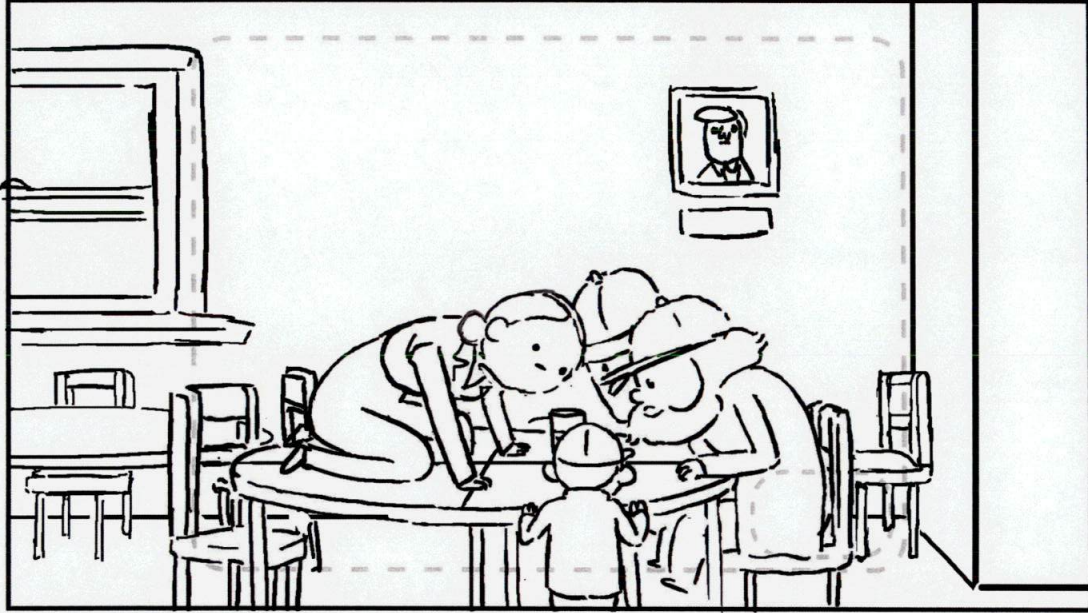
1034/242

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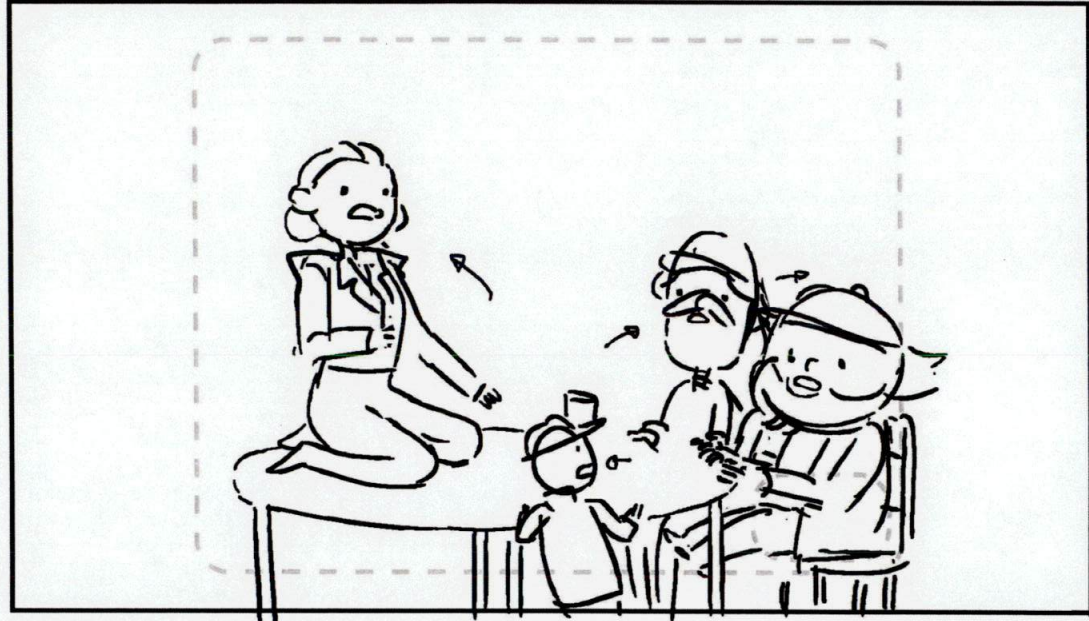
# ADVENTURE TIME



Sc. 118 Pnl. A Bg. day night



Sc. 118 cont Pnl. B Bg. day night



Dialog:	(V/O) P/ we sensed that the world was about to go through a transition..
Action:	-ELEMENTALS RECOIL,  DEC 02 2015
Timing:	

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Production:

1034/242

1034/242



# ADVENTURE TIME

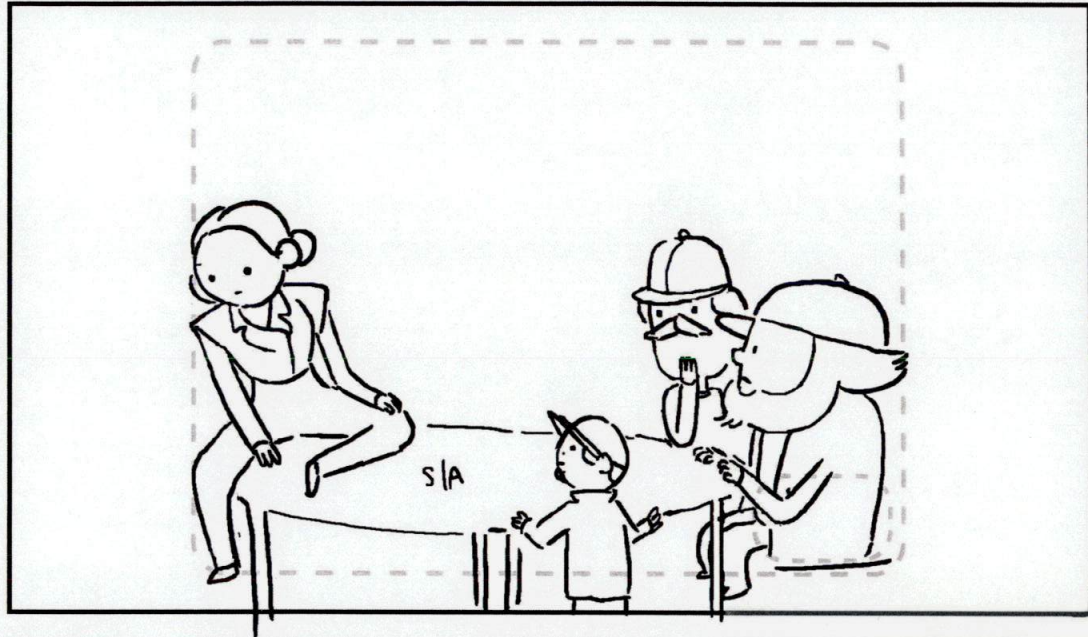


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Sc. 118 CONT Pnl. C

Bg.

day night

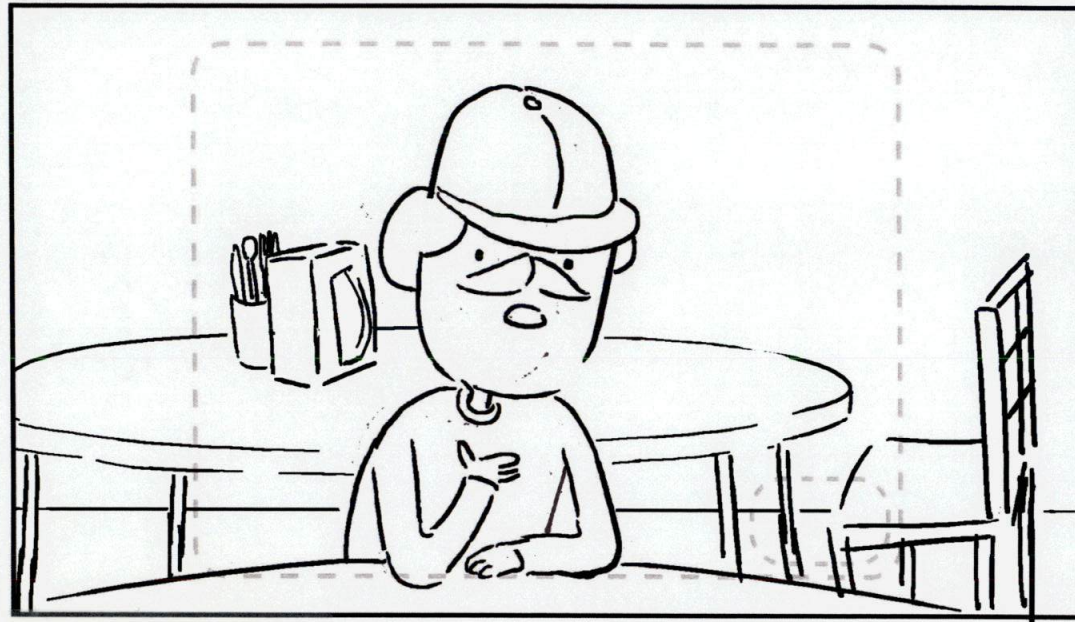


Sc. 119

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



(v.o.)  
P/ AN EPIC  
CATAclysm --

(candy dude is  
mouthing the words)

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

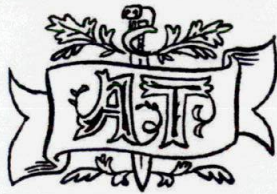
1034/242



1034/242

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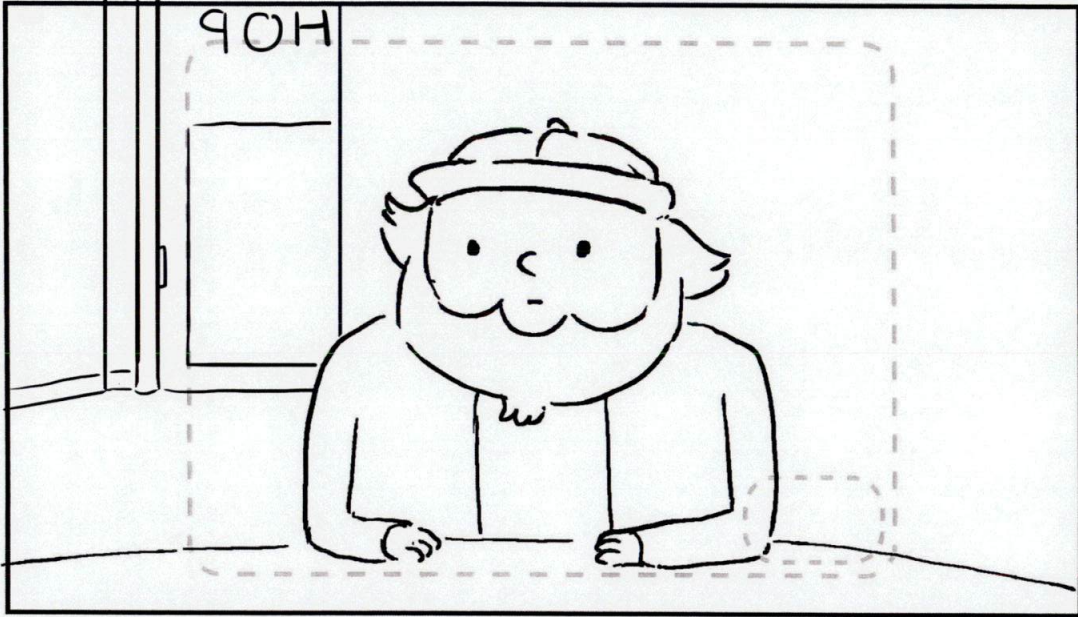
ADVENTURE TIME



Sc. 119 *cont* Pnl. B Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:	<i>P/ (v.o) THAT WE PROBABLY WOULDN'T SURVIVE .</i>
Action:	
Timing:	

DEC 02 2015

Production:

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1034/242



1034/242

# ADVENTURE TIME

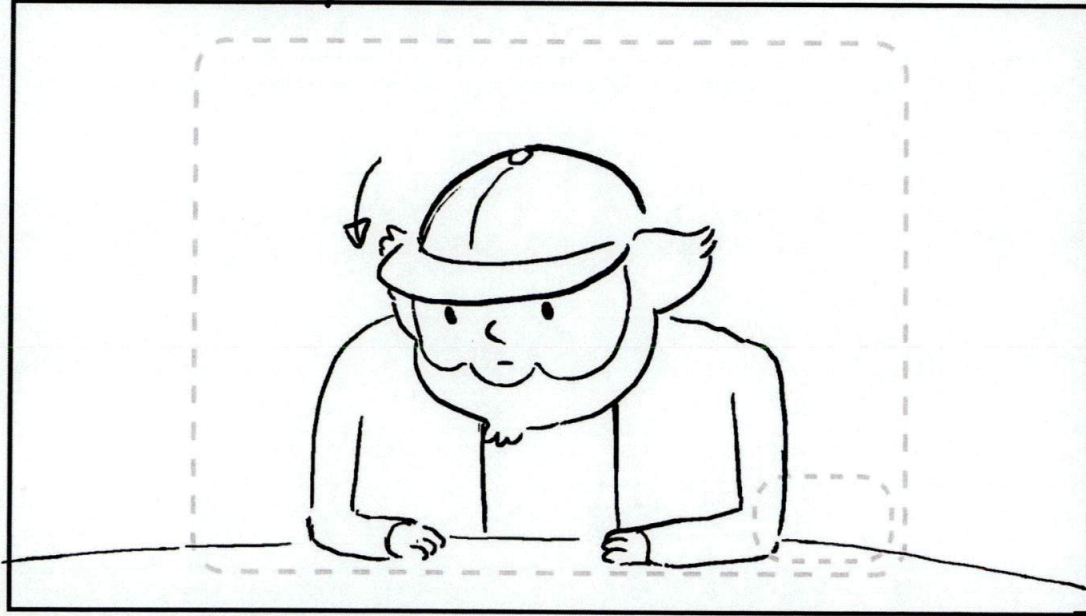


Page 223

Sc. 120 cont Pnl. B

Bg.

day night

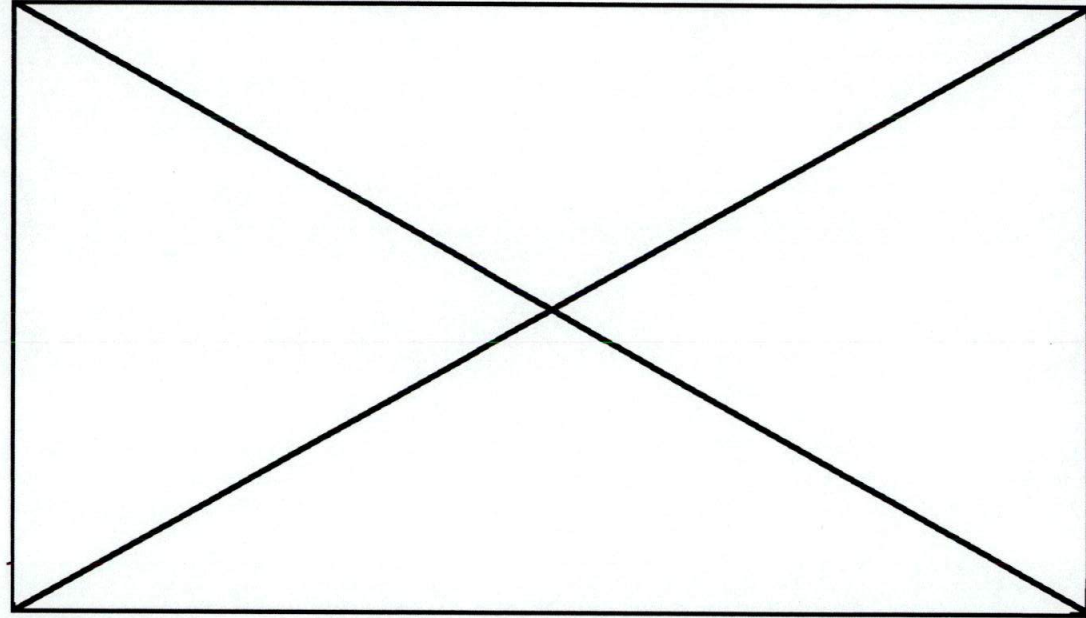


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

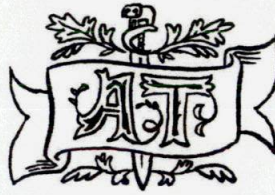
Production:

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1034/242



# ADVENTURE TIME



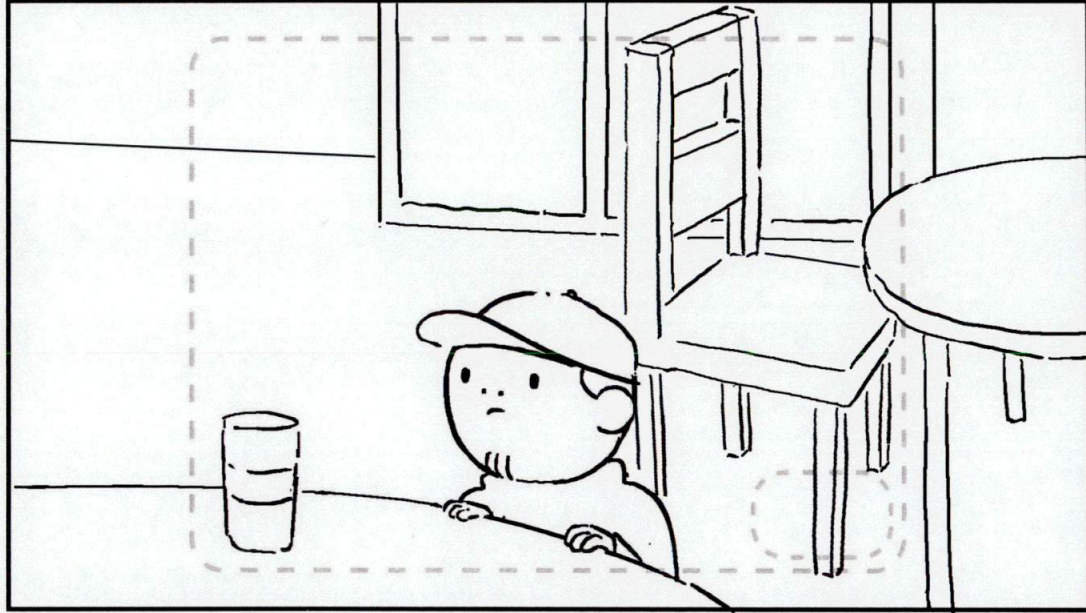
Page 224

Sc. 121

Pnl. A

Bg.

day night

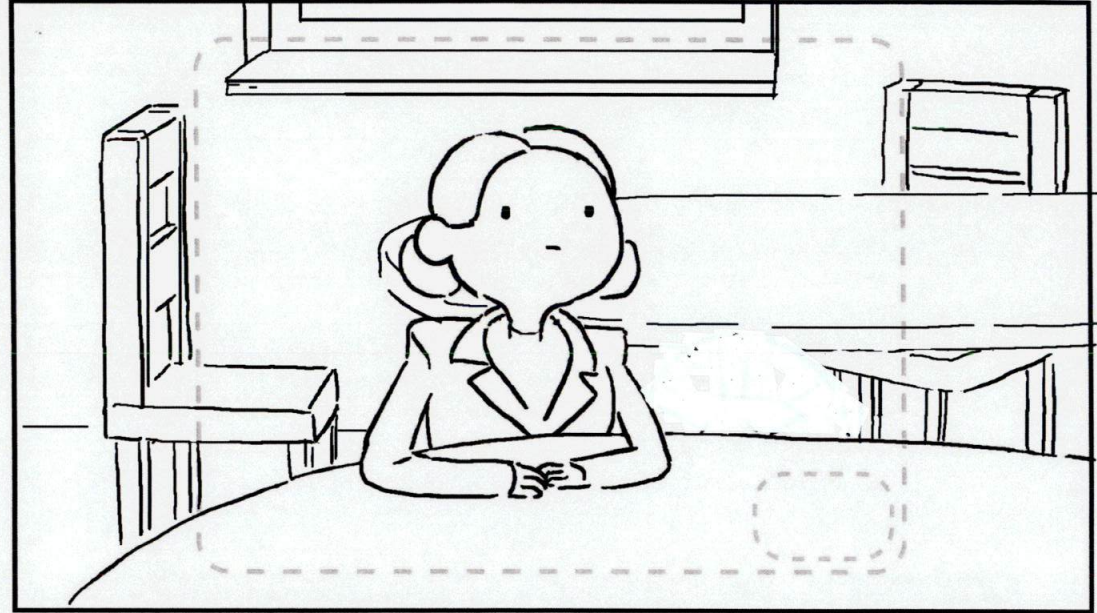


Sc. 122

Pnl. A

Bg.

day night



Dialog:

Pato (VO) It was scary to think  
about perishing

Action:

- SLIME DUDE LOOKS TO PATIENCE.

Timing:



Pato (VO) But...

DEC 02 2015

EPISODE # 1034-242

Production:

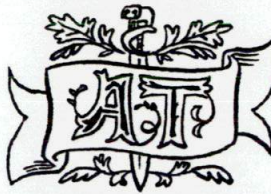
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1034/242



1034/242

# ADVENTURE TIME



Page 225

Sc. 122 cont Pnl. B

Bg.

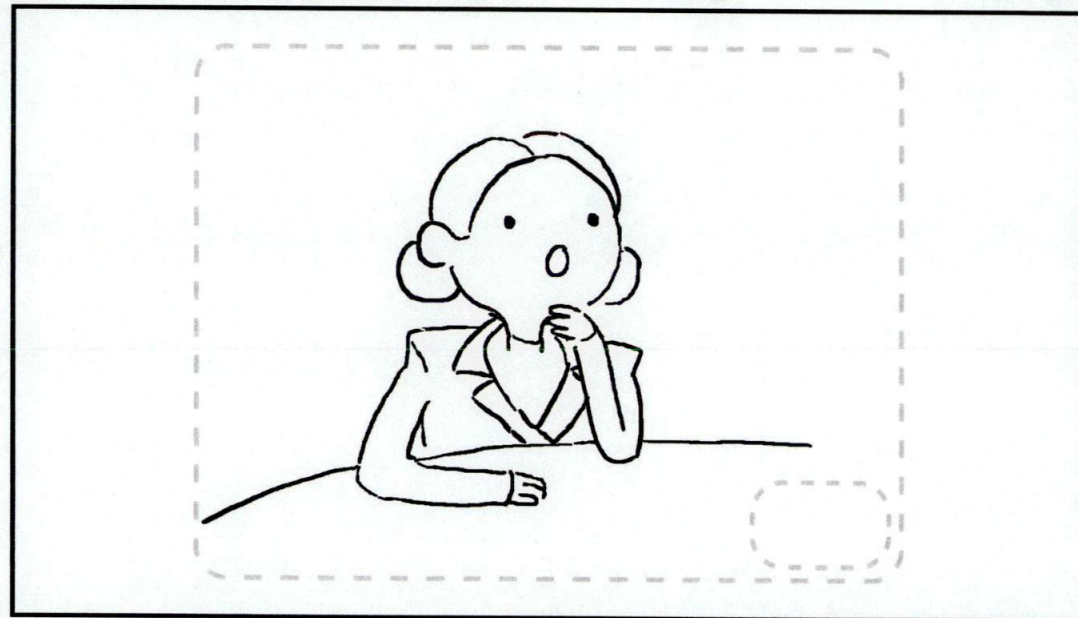
day night



Sc. 122 cont Pnl. C

Bg.

day night



Dialog:

Pati (vo) then I was like

Action:

Timing:

Pati: Hey what if we

DEC 02 2015

Production:

EPISODE #

1034-242

1034/242

1034/242

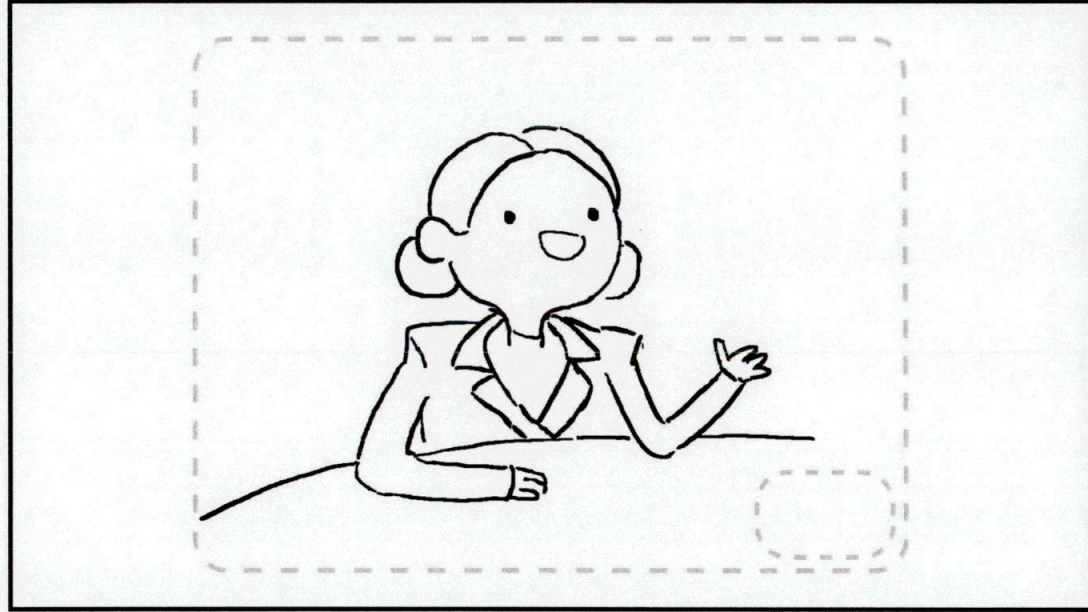


# ADVENTURE TIME

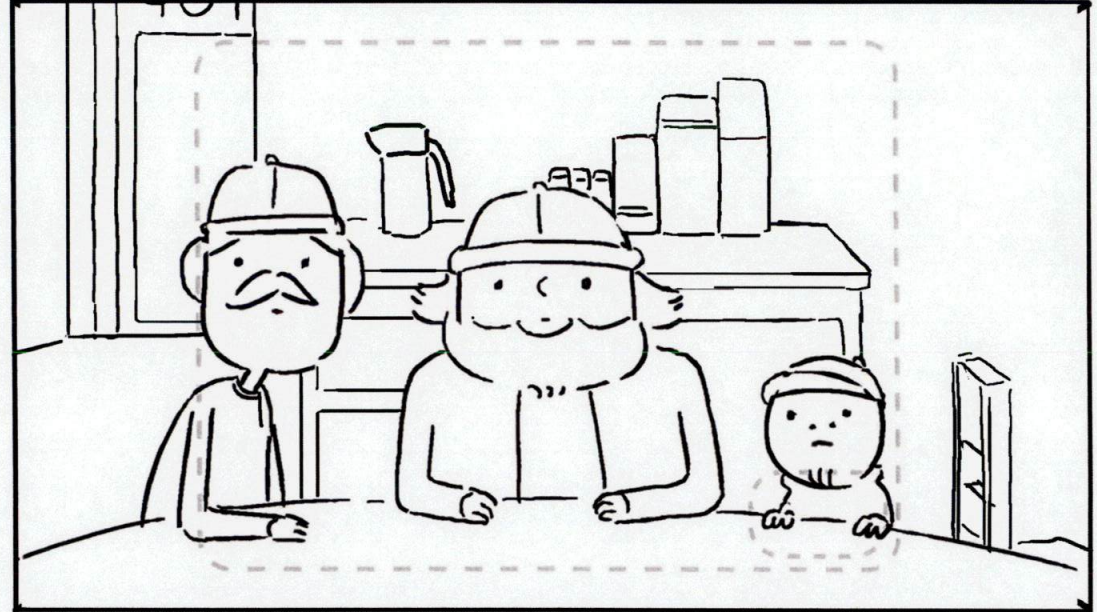


Page 226

Sc. 122 cont Pnl. D Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:

P/ ... don't perish?"

P/ <sup>(v.o.)</sup> "what if I freeze us and we wait out this transition?"

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME

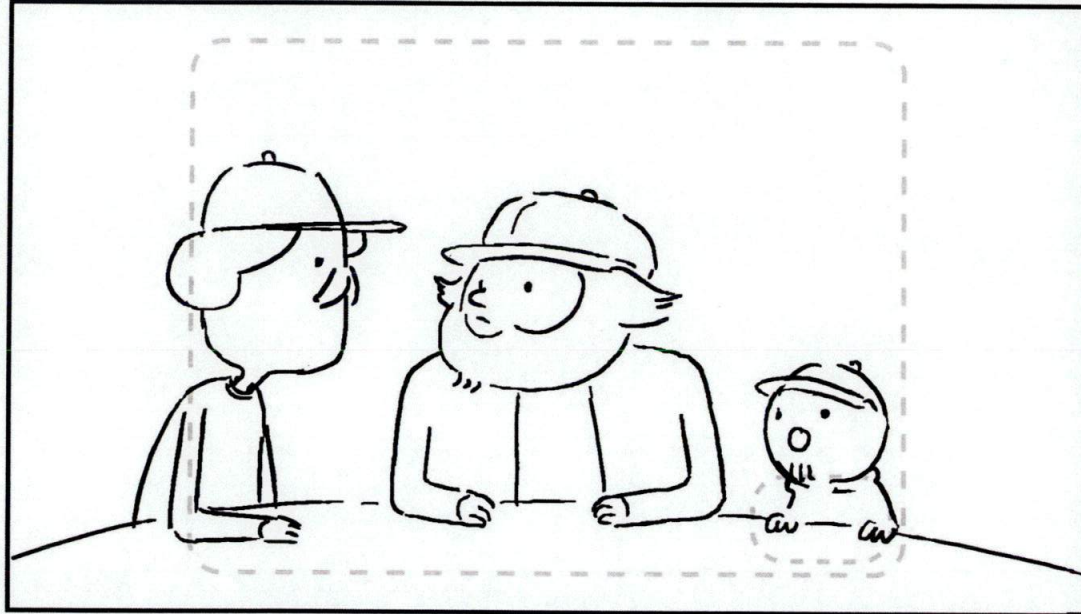


Page **227**

Sc. **123 cont** Pnl. **B**

Bg.

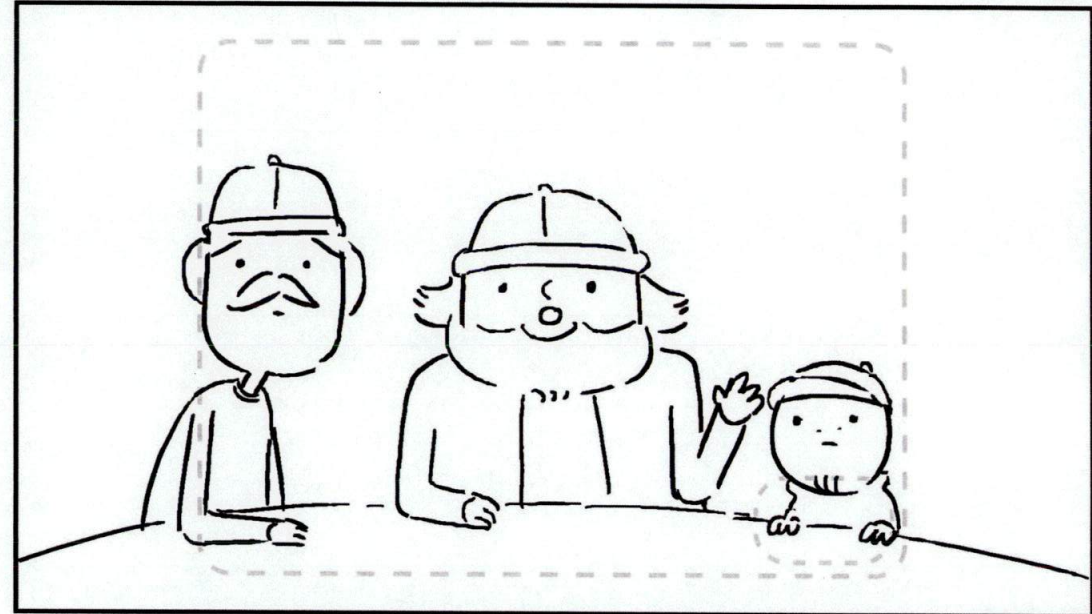
day night



Sc. **123 cont** Pnl. **C**

Bg.

day night



Dialog:

<sup>(V.O.)</sup>  
P/ .. but the old versions of y'all  
werent into it

<sup>(V.O.)</sup>  
P/ said you accepted that the elements  
you embodied would live on..

Action:

- FIRE DUDE MOUTHS DIALOG.

Timing:

DEC 02 2015

EPISODE # **1034-242**

Production:

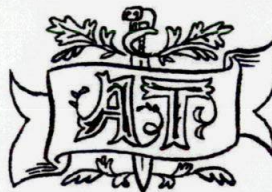
**1034/242**

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**1034/242**



# ADVENTURE TIME



Page 228

Sc. 123 A Pnl. A Bg. day night



Sc. 123 A *cont* Pnl. B Bg. day night



Dialog:

*(v.g.)*  
P/.. said I was  
in denial or  
something..

Action:

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

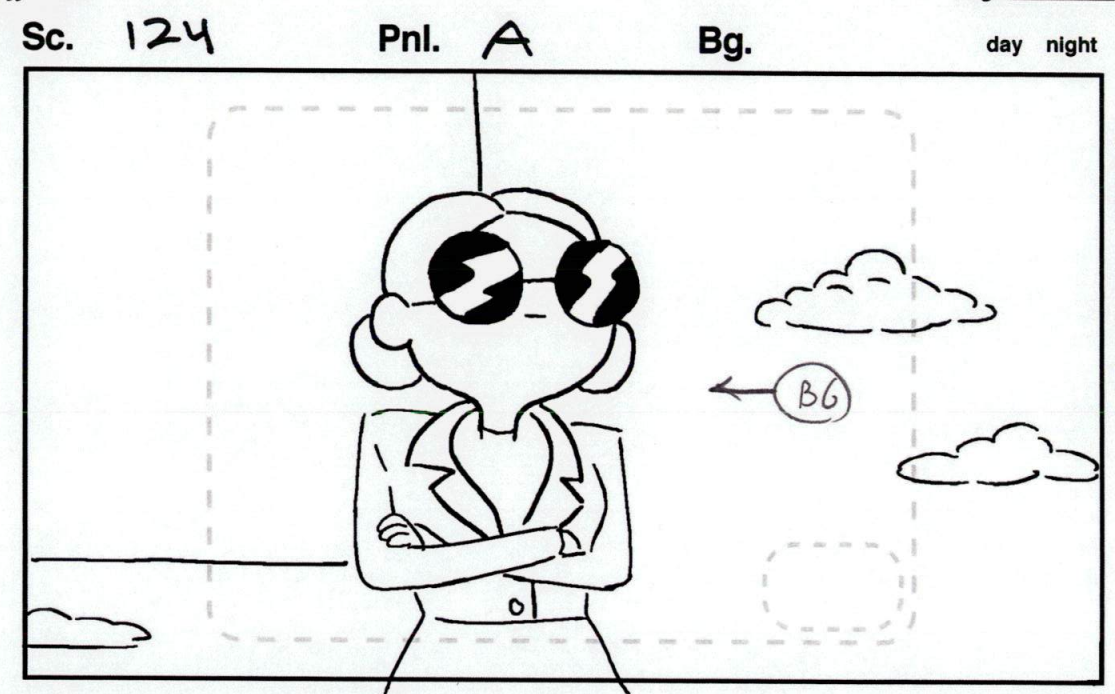
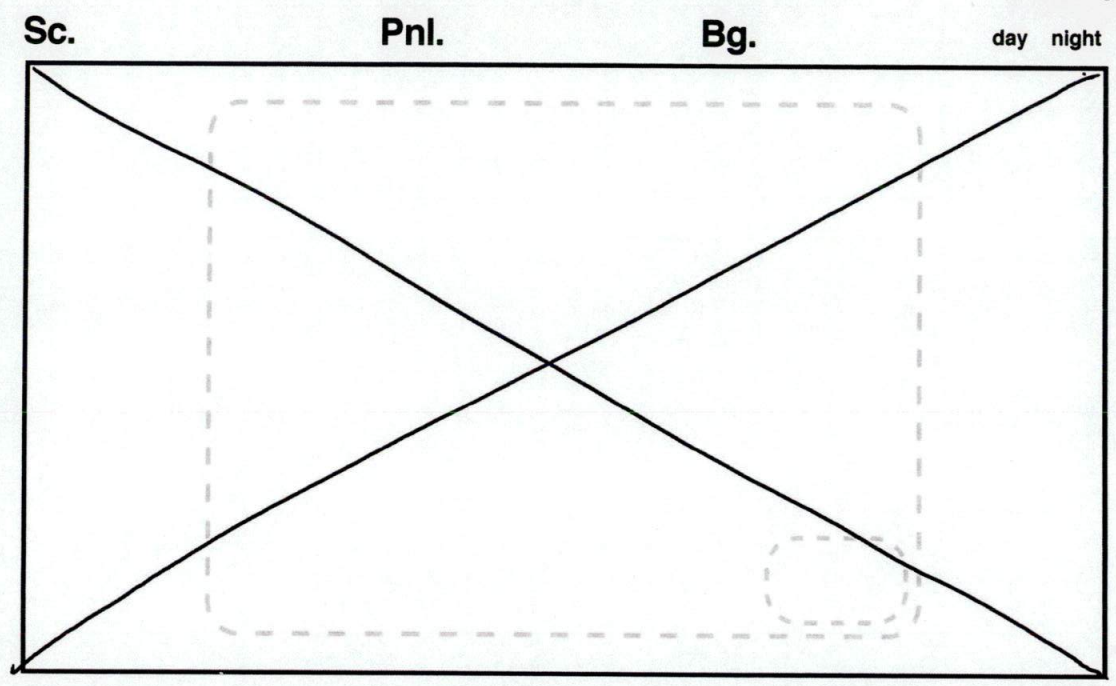
1034/242



1034/242

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# ADVENTURE TIME



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EPISODE #

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Production:

Dialog:	<p><i>Pati (w)</i> So I went out Alone</p> <p>- X DISSOLVE TO PATIENCE ON BOAT</p> <p>DEC 02 2015</p>
Action:	
Timing:	

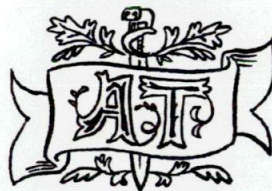
1034/242



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# ADVENTURE TIME

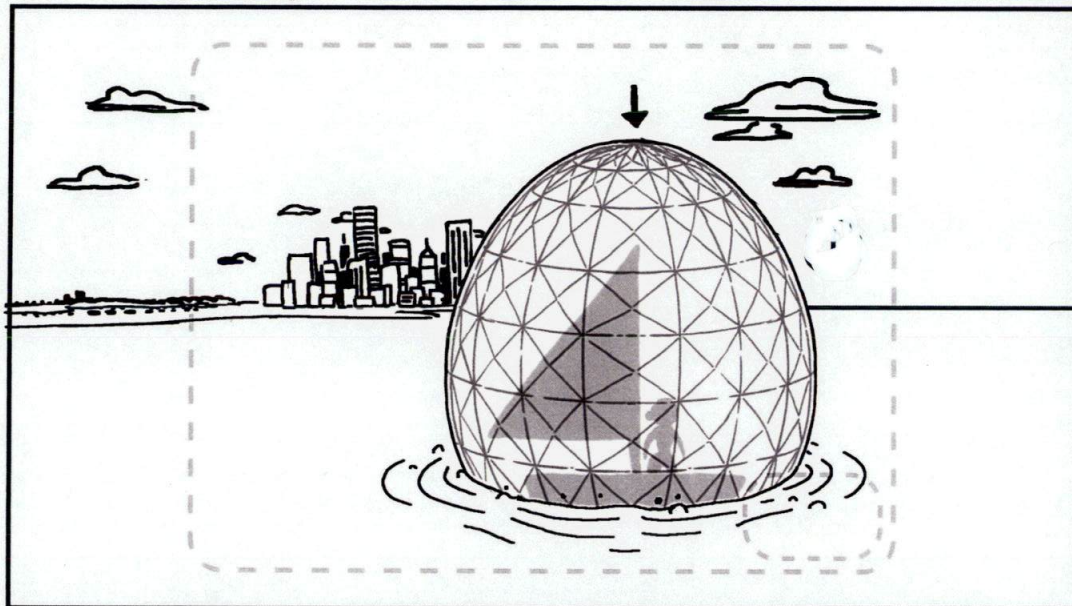


Page 231

Sc. 125 *cont* Pnl. C

Bg.

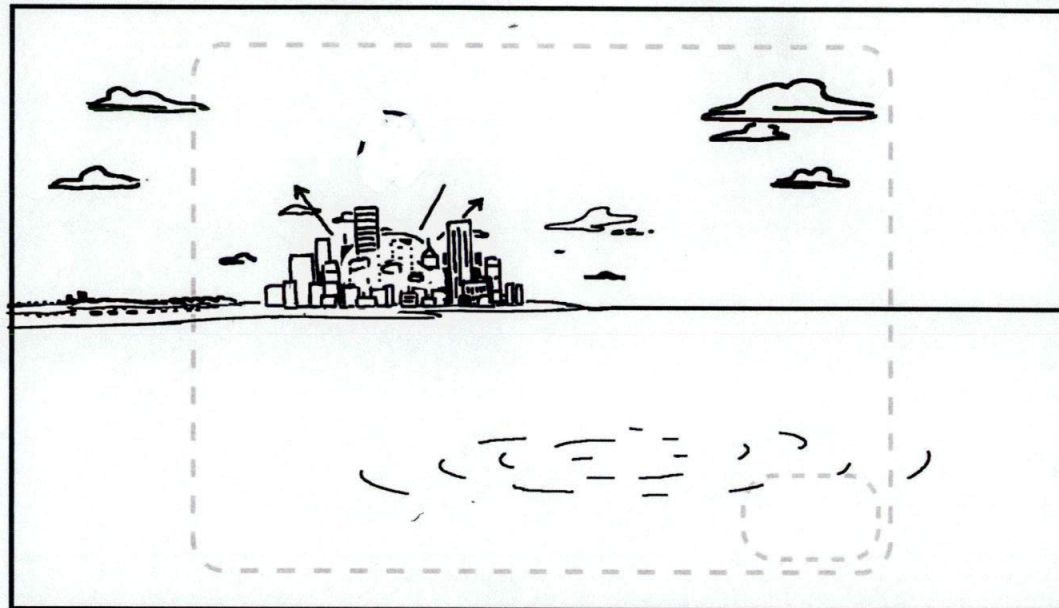
day night



Sc. 125 *cont* Pnl. D

Bg.

day night

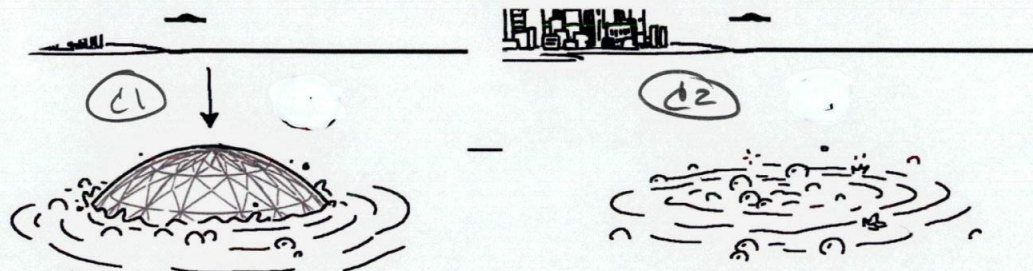


Dialog:

Action:

- egg SINKS

Timing:



- SKYLINE EXPLODES



Production:

EPISODE #

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1034/242

1034/242



# ADVENTURE TIME



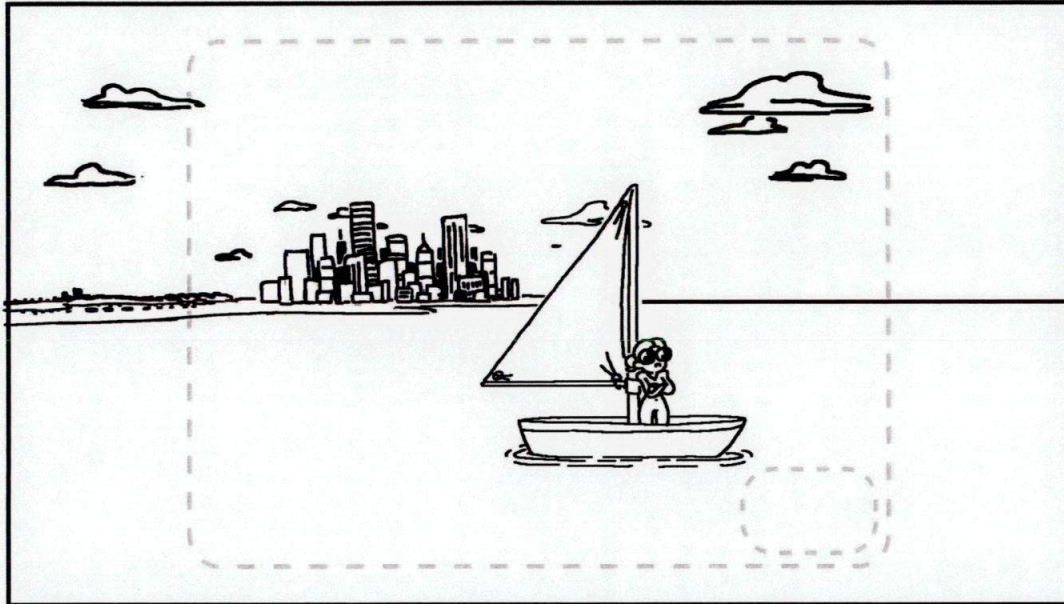
Page 230

Sc. 125

Pnl. A

Bg.

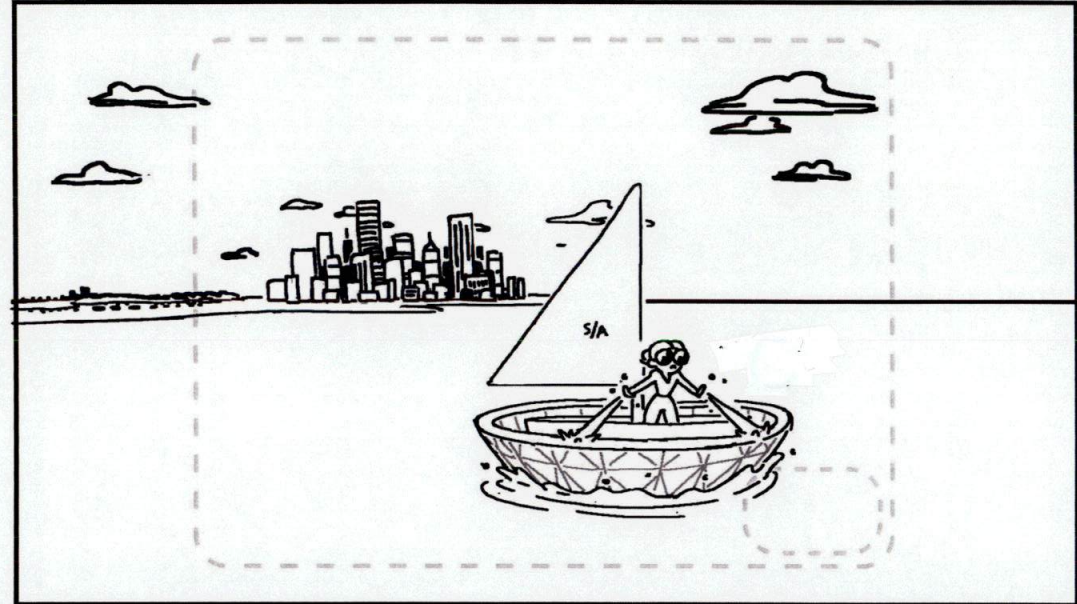
day night



Sc. 125 *cont* Pnl. B

Bg.

day night

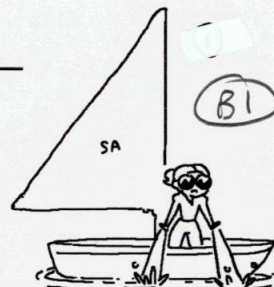


Dialog:

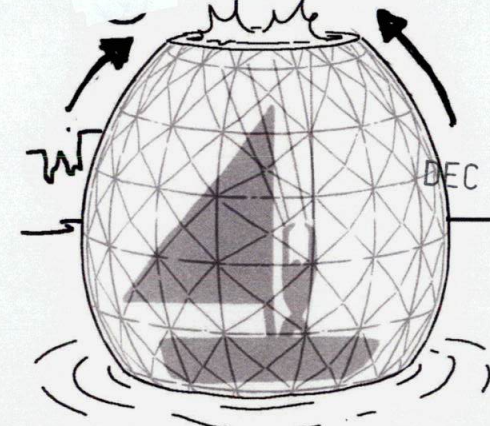
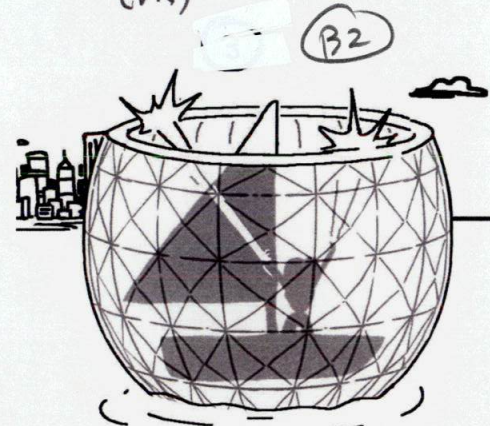
Action:

- P. Forms ice egg around  
Herself & boat.

Timing:



P: ... AND FROZE MYSELF ...  
(V.9)



DEC 02 2015

Production:

EPISODE # 1034-242

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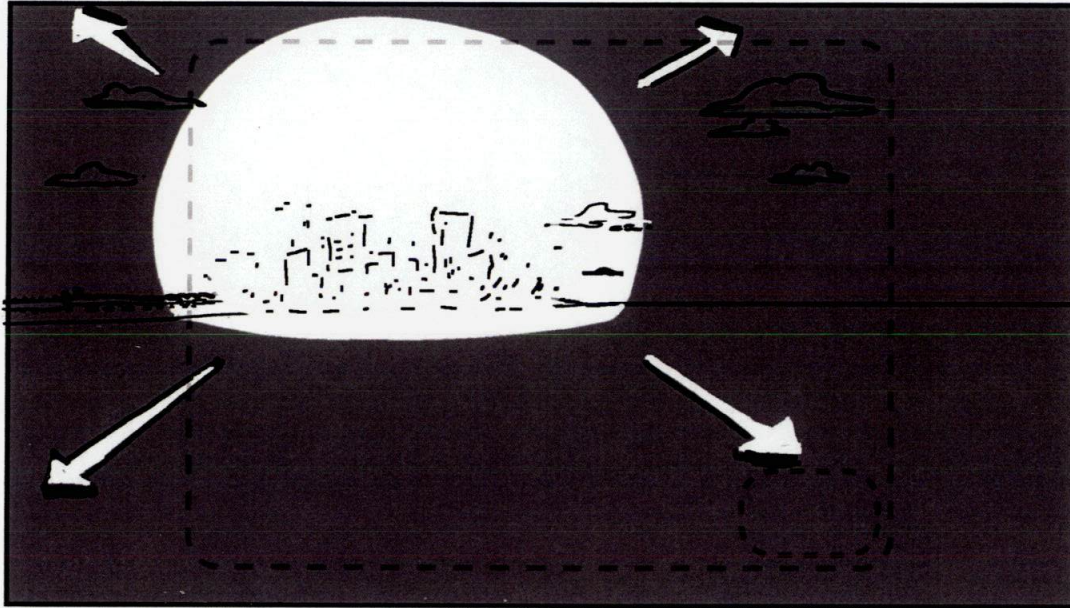


# ADVENTURE TIME

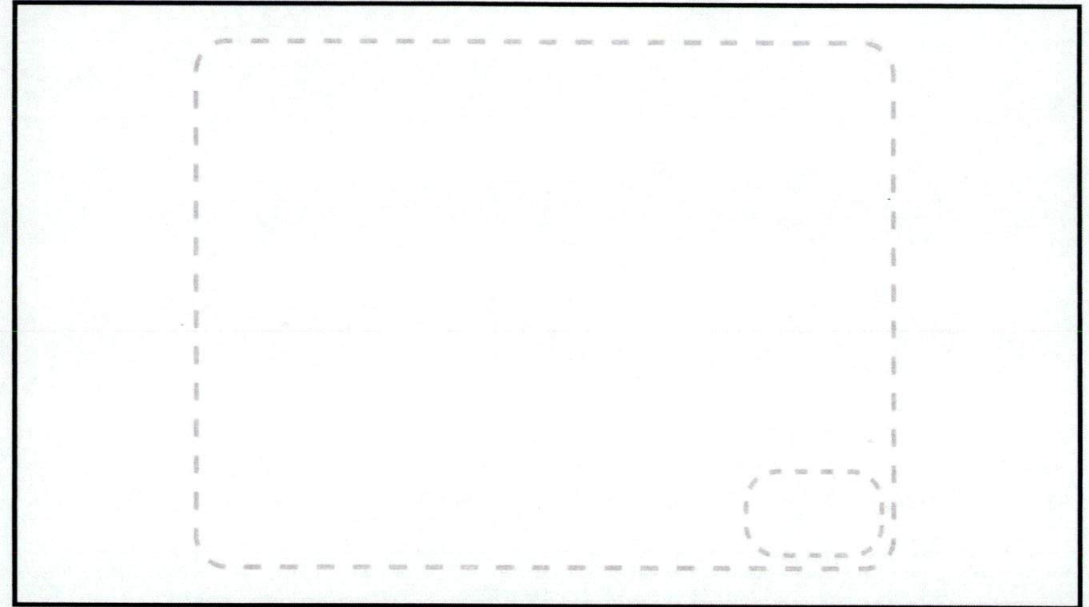


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Sc. 125 cont Pnl. E Bg. day night



Sc. 125 cont Pnl. F Bg. day night



Dialog:

SFX: BOOM

Action:

- WHITE OVERTAKES FRAME

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

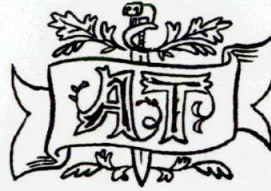
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1034/242

1034/242



# ADVENTURE TIME



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Sc. 125 cont Pnl. 6

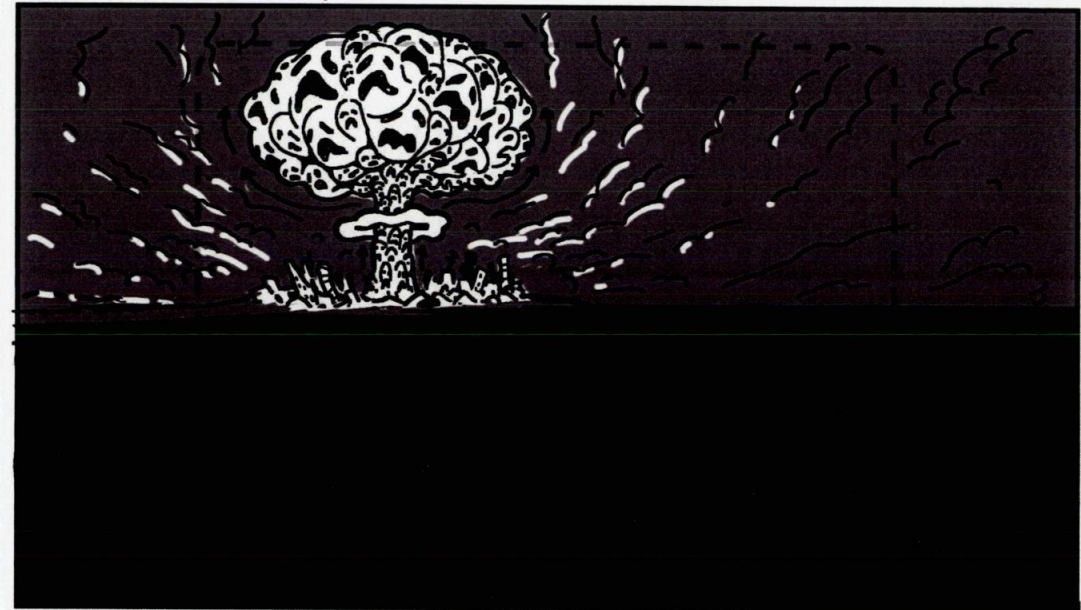
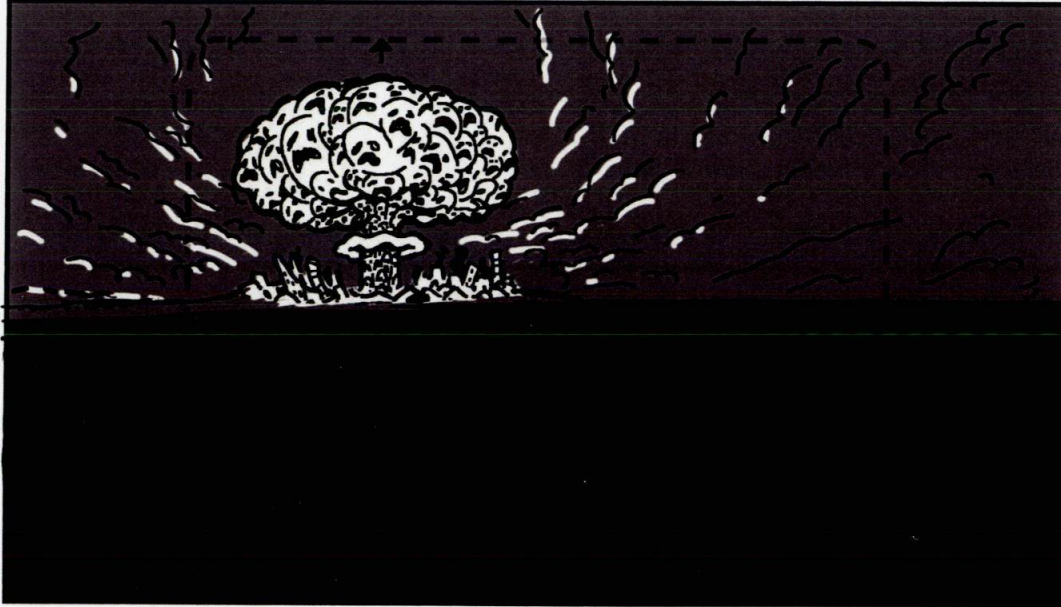
Bg.

day night

Sc. 125 cont Pnl. H

Bg.

day night



Dialog:

P: AND ALL OF YOU BIT IT.  
(V.O)

Action:

- SLOW FADE IN FROM WHITE.
- GHOUL/MUSHROOM CLOUD RISES.

DEC 02 2015

Timing:

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EPISODE #

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Production:

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1034/242

# ADVENTURE TIME



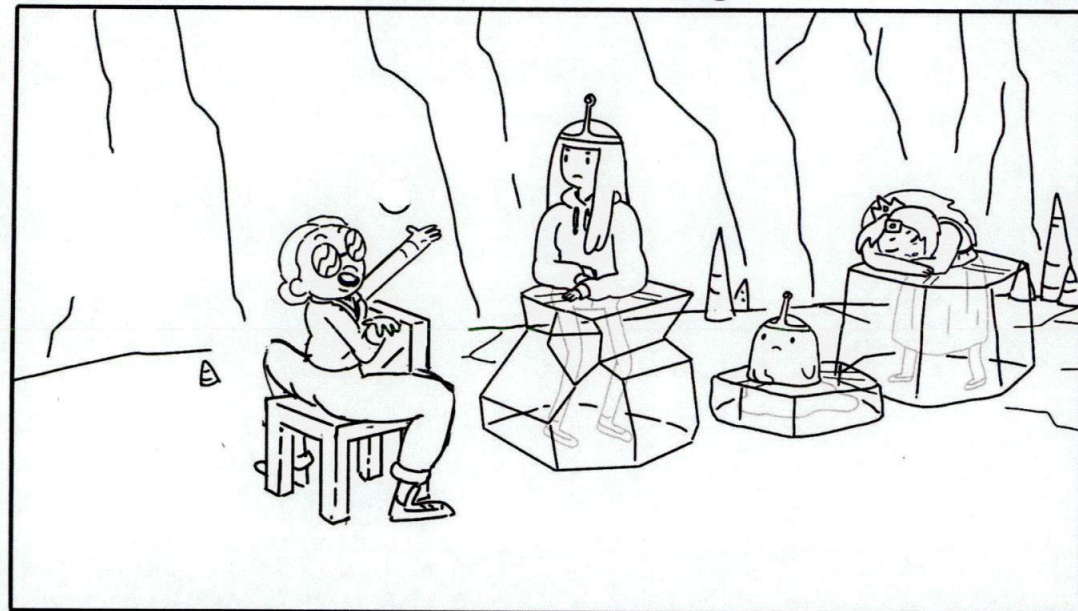
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Sc. 126

Pnl. A

Bg.

day night

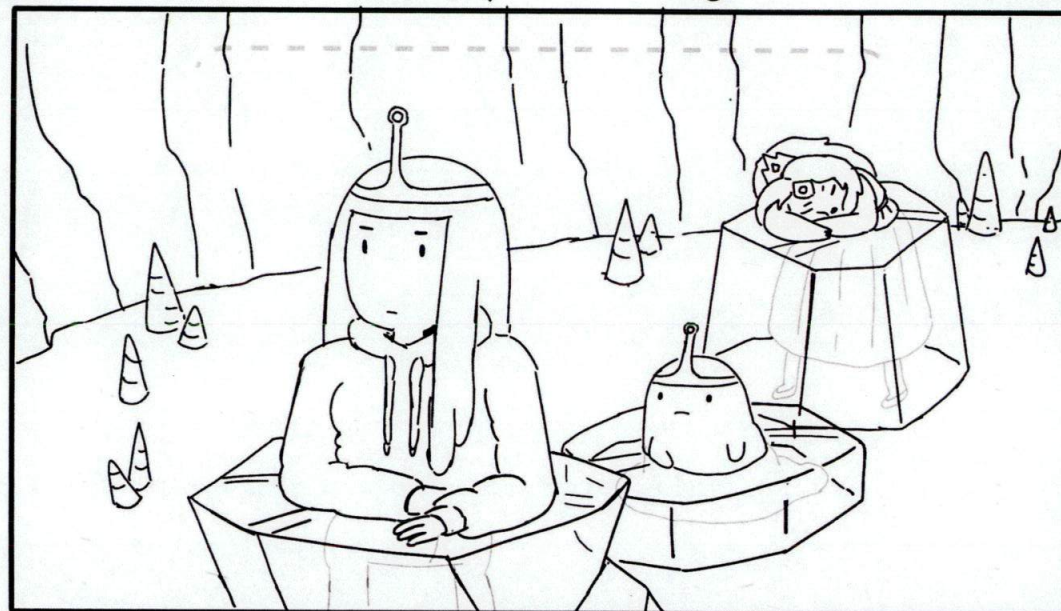


Sc. 127

Pnl. A

Bg.

day night



Dialog: P: But now you're back!

Pat: (VO) and this world

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242



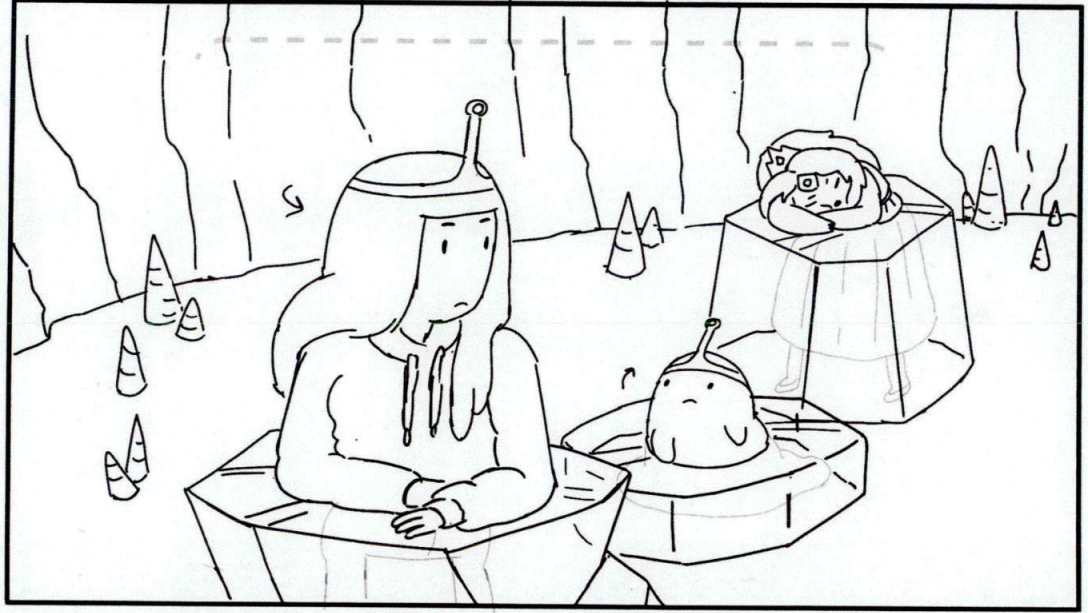
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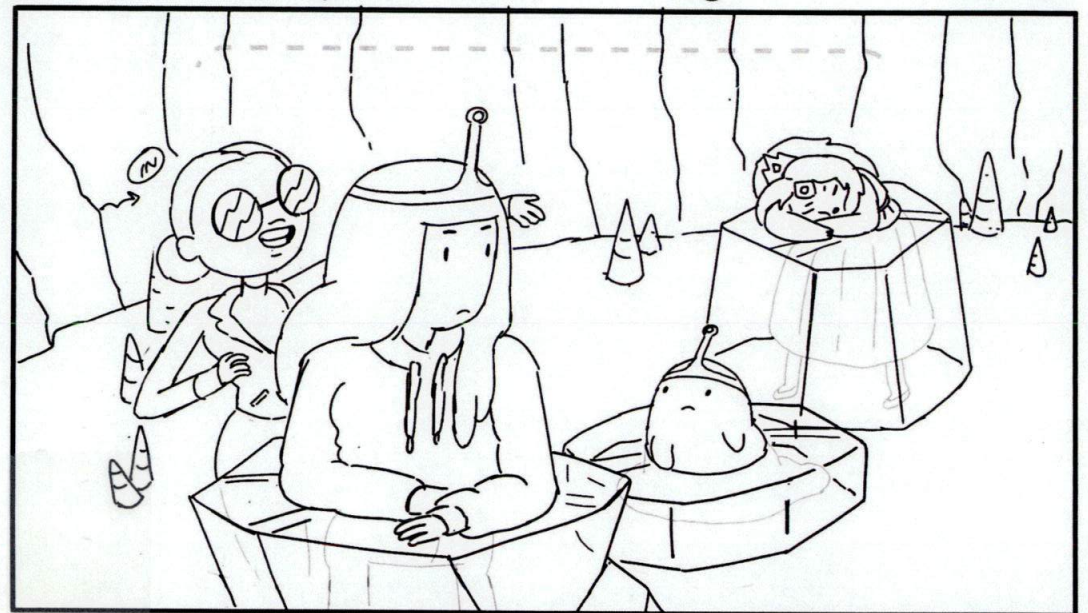
# ADVENTURE TIME



Sc. 127 cont Pnl. B Bg. day night



Sc. 127 cont Pnl. C Bg. day night



Dialog:	Pati (Voi) is crazy	Pati Right
Action:	- PB & SP look at each other	- P. walks in behind them
Timing:		DEC 02 2015



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Production:

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# ADVENTURE TIME

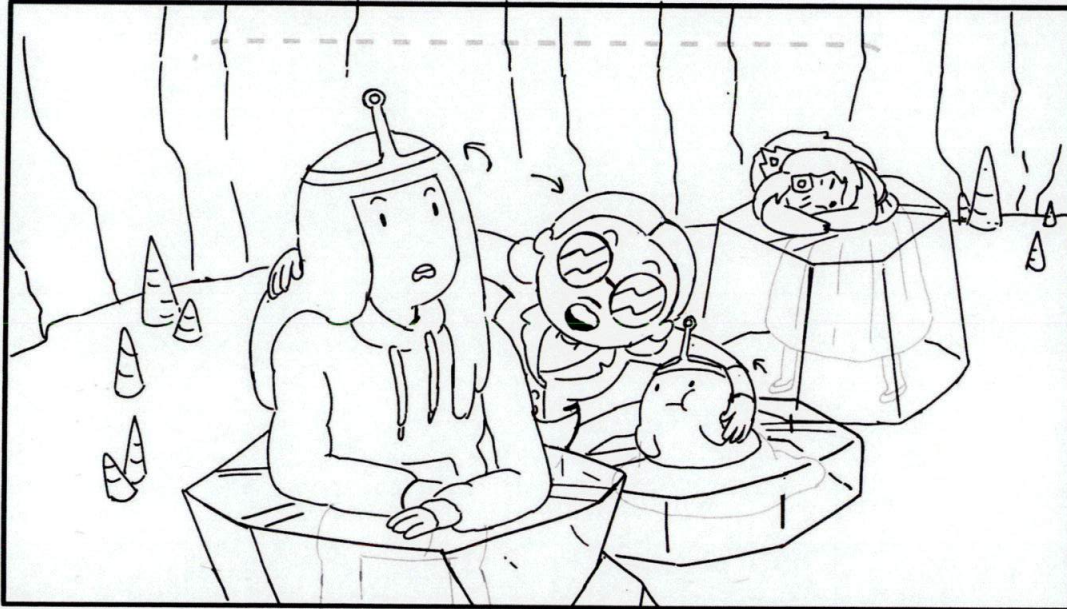


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Sc. 127 *cont* Pnl. D

Bg.

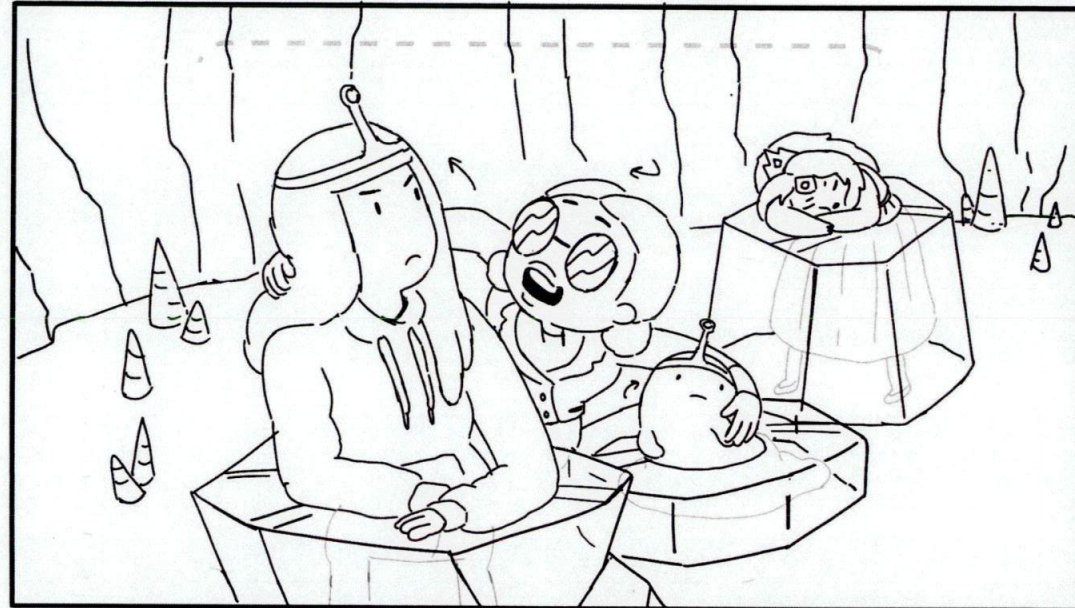
day night



Sc. 127 *cont* Pnl. E

Bg.

day night



Dialog:

P: And this world is crazy,  
right?

P: You got weird old wizards and  
talking dogs?!

Action:

P, puts arms around PB & SP

DEC 02 2015

Timing:

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Production:

1034/242



# ADVENTURE TIME



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Sc. 127 *cont* Pnl. F

Bg.

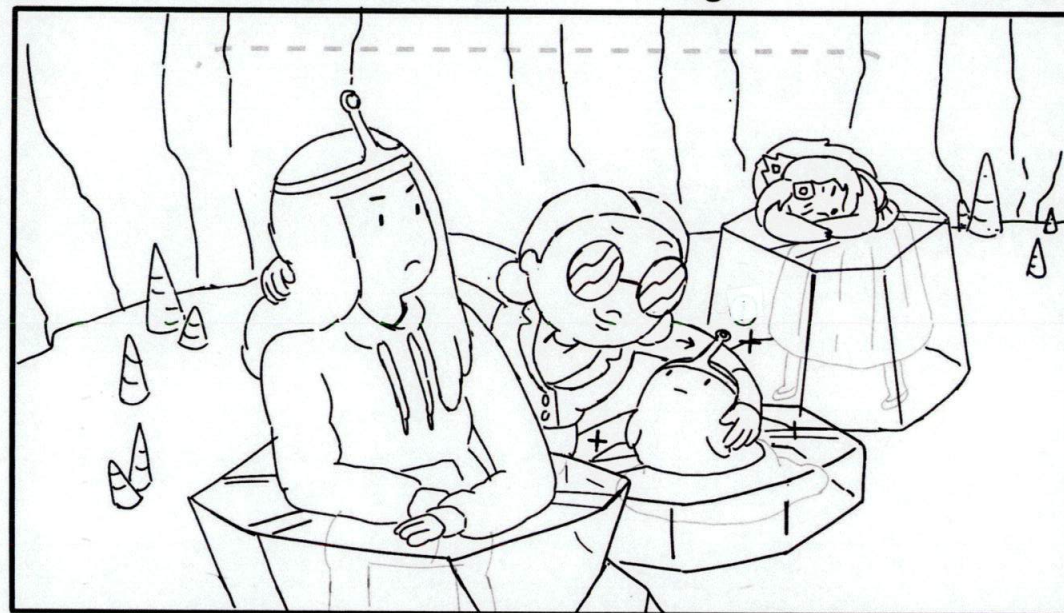
day night



Sc. 127 *cont* Pnl. G

Bg.

day night

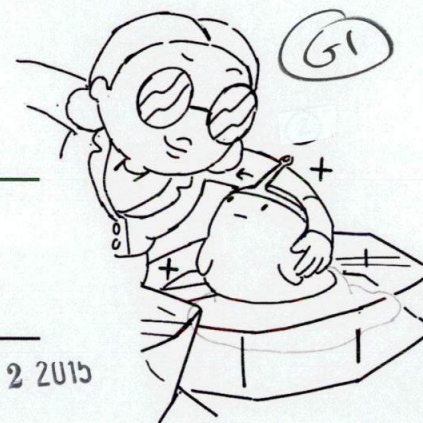
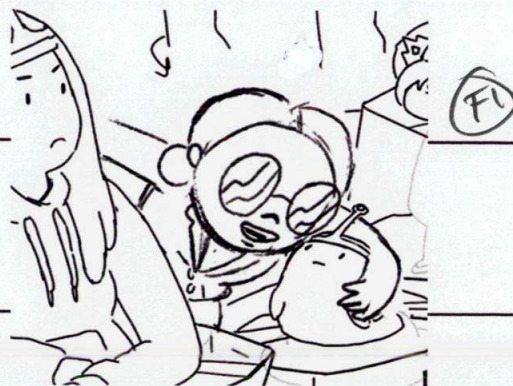


Dialog: P: Yo! Dogs didn't used to talk!  
Did you know that?

Action:

-SP shakes her head no

Timing:



DEC 02 2015

EPISODE # 1034-242

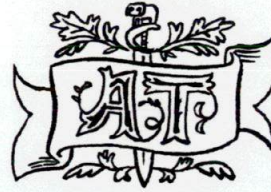
Production:

1034/242

1034/242



# ADVENTURE TIME



Page **238**

Sc. **127 cont** Pnl. **H**

Bg.

day night



Sc. **127 cont** Pnl. **I**

Bg.

day night



Dialog: P: Back then we were so stifled...

P: at last we can unlock...

Action:

- P. grabs PB's & SP's hands  
- reaches under PB's arm

DEC 02 2015

Timing:

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EPISODE #

Production:

1034/242



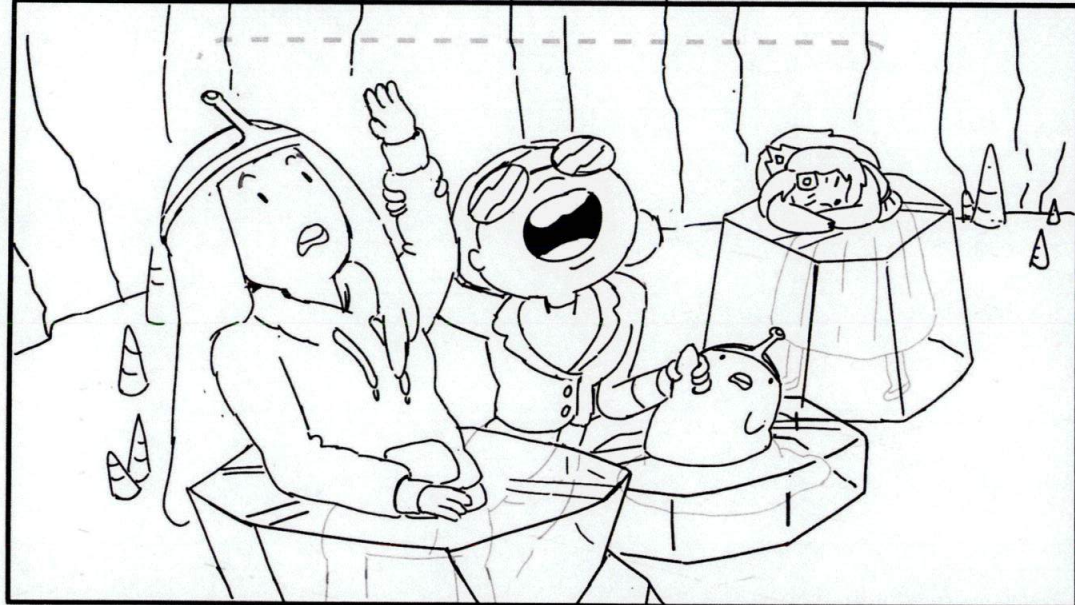
# ADVENTURE TIME



Sc. **127 cont** Pnl. **J**

Bg.

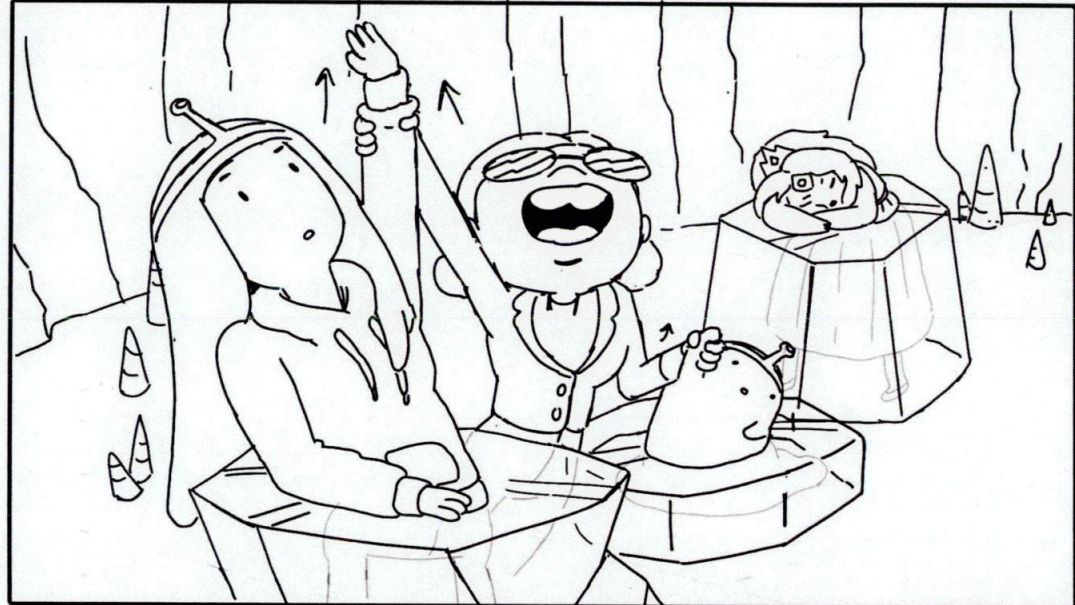
day night



Sc. **127 cont** Pnl. **K**

Bg.

day night



Dialog: P: ... our true potential!

Action: - P. raises their hands

- P. stretches their hands higher

Timing:

DEC 02 2015

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Production:



1034/242

# ADVENTURE TIME



Page 240

Sc. 127 *cont* Pnl. L Bg. day night



Dialog: P: Ahahahaha!  
Sfx: \* pppthhhh! \*

Action: - PB's hand shoots jellybeans  
- SP's hand shoots slime

Timing:

Sc. 127 *cont* Pnl. M Bg. day night



- cam adj. with jets of j-beans & slime

DEC 02 2015

EPISODE # 1034-242

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Production:

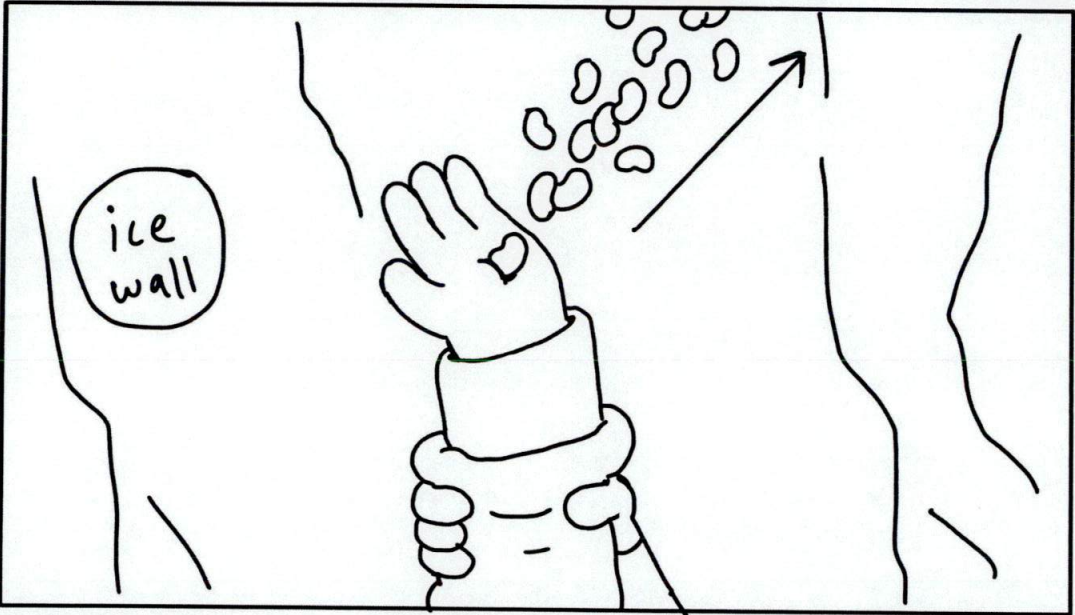
1034/242



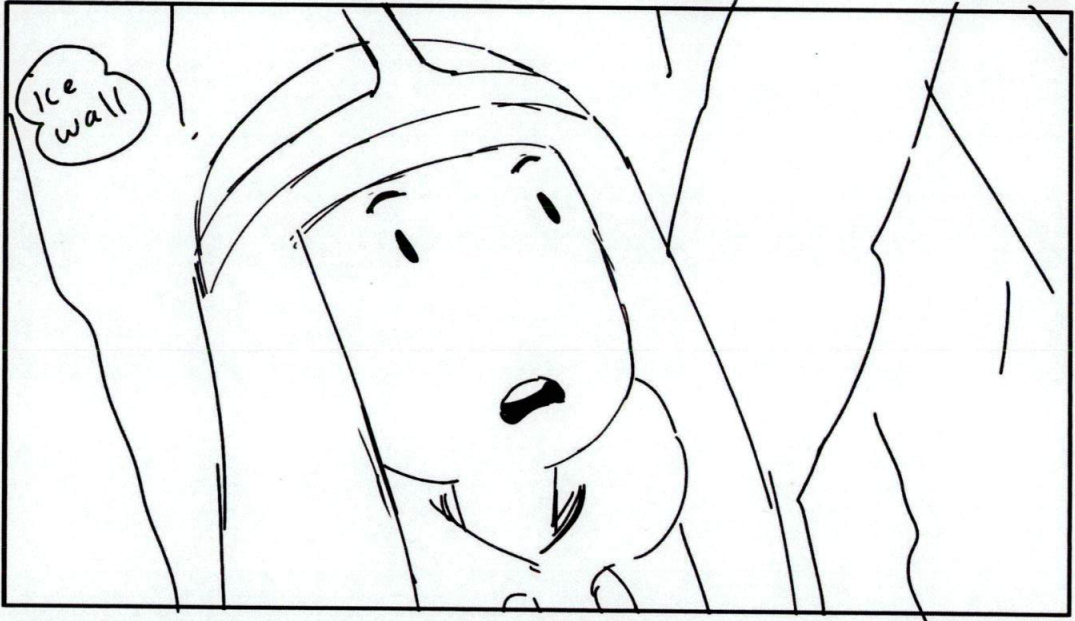
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:	
SFX: * PPPP THH!! *	
Action:	- PB's hand shoots jellybeans
	- PB looks up at her hand, shocked
Timing:	DEC 02 2015

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EPISODE #

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Production:



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# ADVENTURE TIME



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Sc. 130 Pnl. A Bg. day night



Sc. 130 *cont* Pnl. B Bg. day night



Dialog:

SFX: \* PHBRT \* \_\_\_\_\_

Action:

- PB & SP both stop firing

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Timing:

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Production:

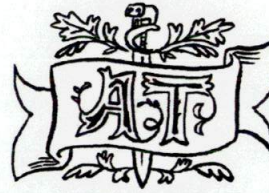
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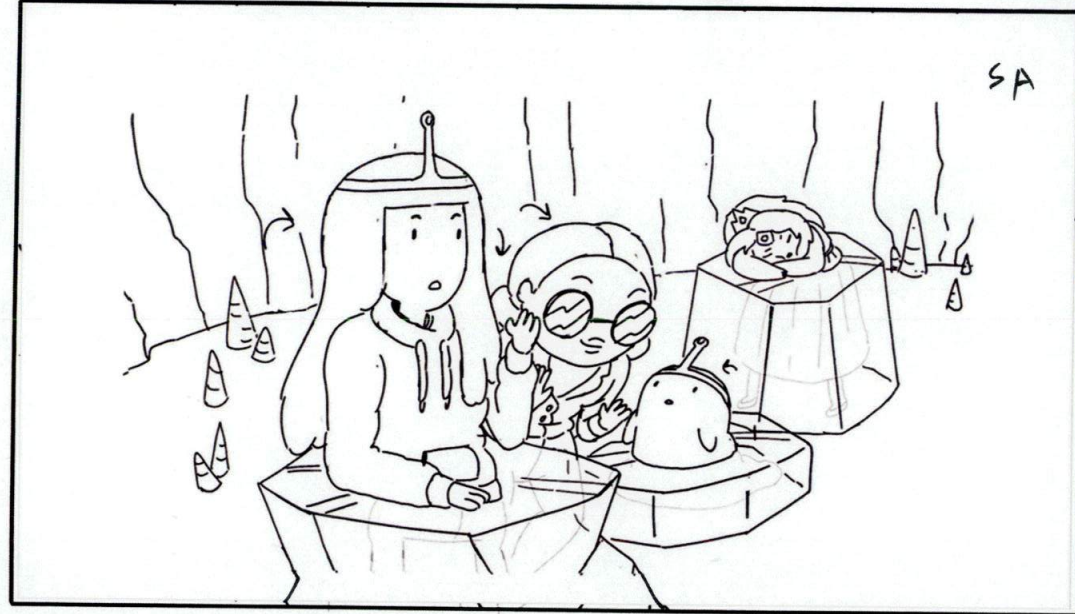


# ADVENTURE TIME

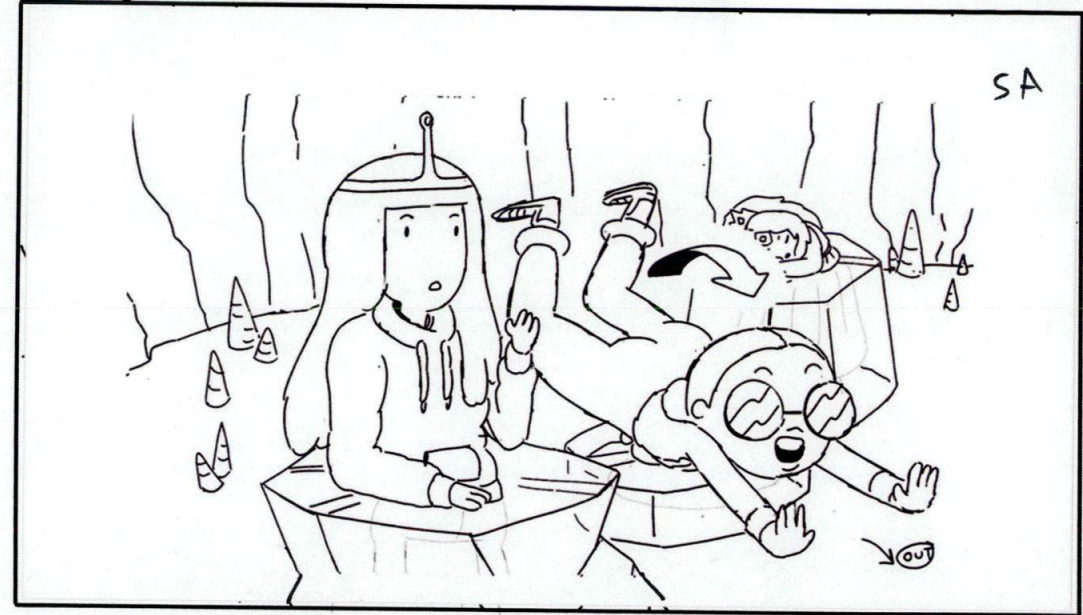


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Sc. 130 cont Pnl. C Bg. day night



Sc. 130 cont Pnl. D Bg. day night



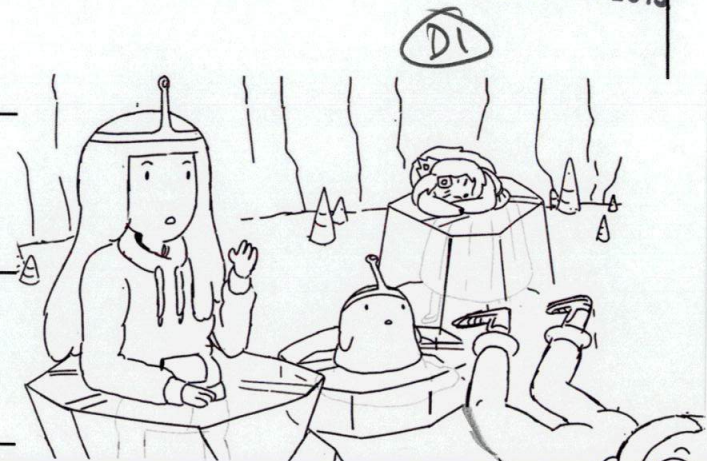
Dialog:

Action: - P. drops PB's & SP's arms, antics for jump

- P. jumps off/s

Timing:

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Production:

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EPISODE #

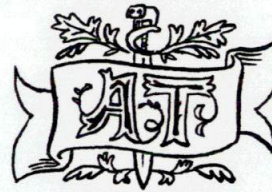
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1034/242



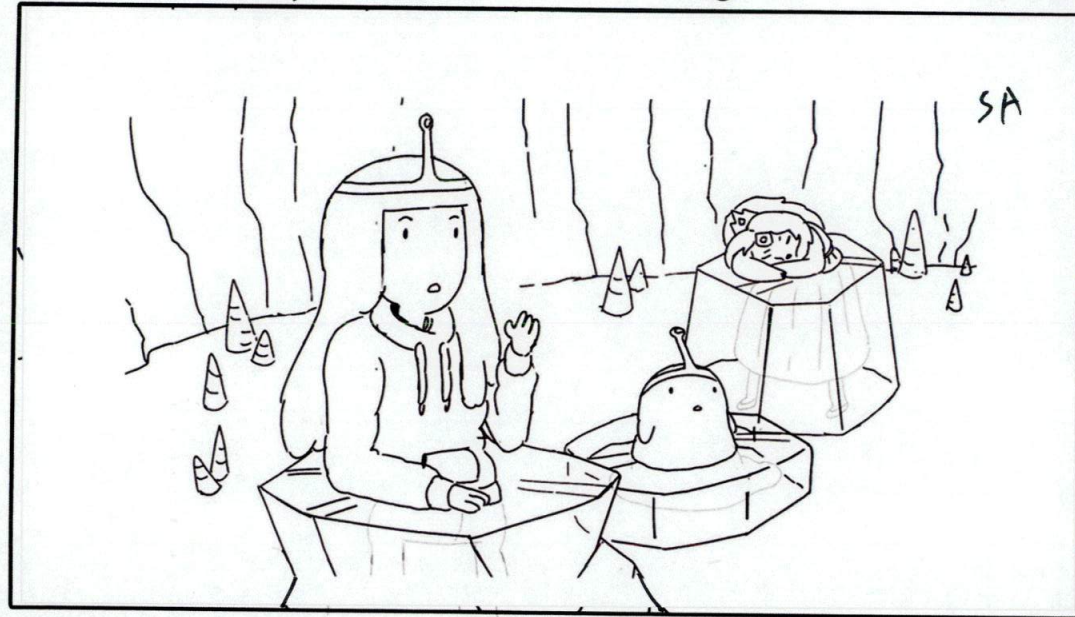
# ADVENTURE TIME



Sc. 130 *cont* Pnl. E

Bg.

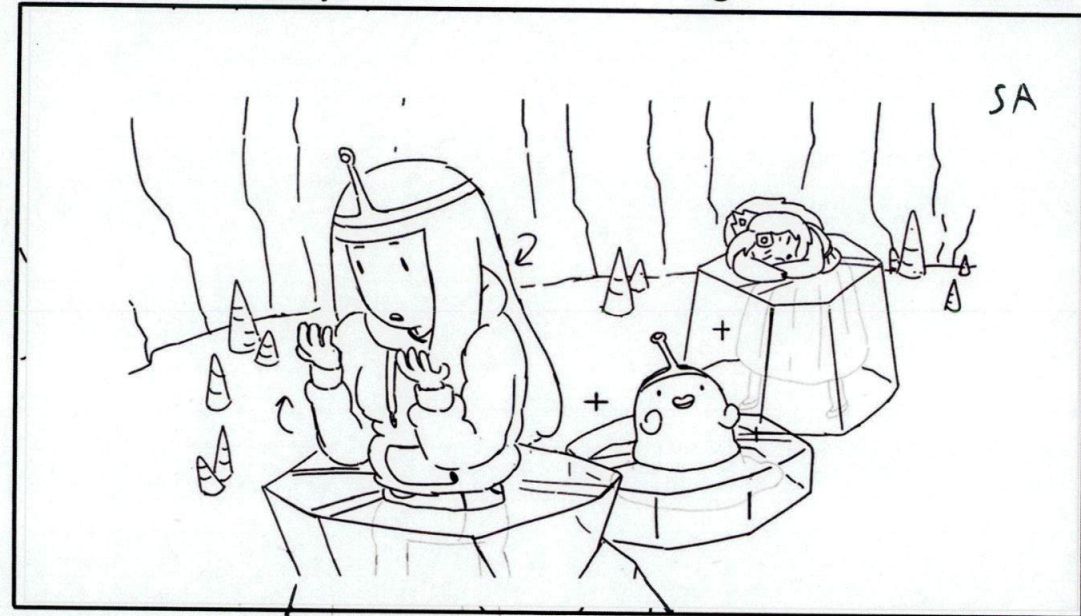
day night



Sc. 130 *cont* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

SFX: \*splat  
splat\*

SP/ [laughter]

- PB is shocked,  
staring at her  
hands

- SP is like, "neat"  
- splats slime



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Produ

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# ADVENTURE TIME

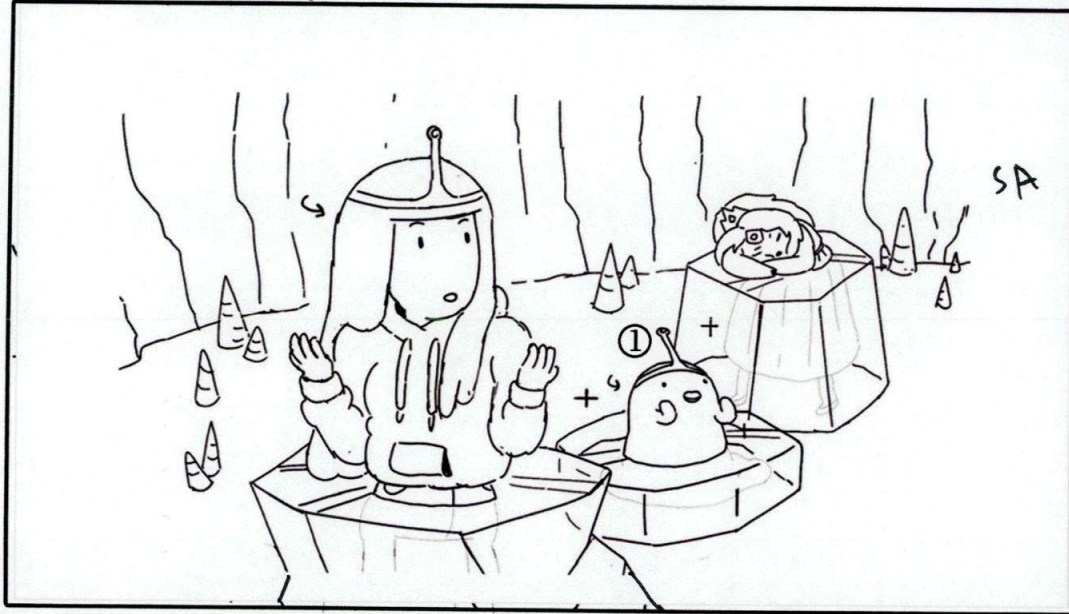


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Sc. 130 cont Pnl. G

Bg.

day night



Sc. 131

Pnl. A

Bg.

day night



Dialog: SFX: \*splat  
splat\*

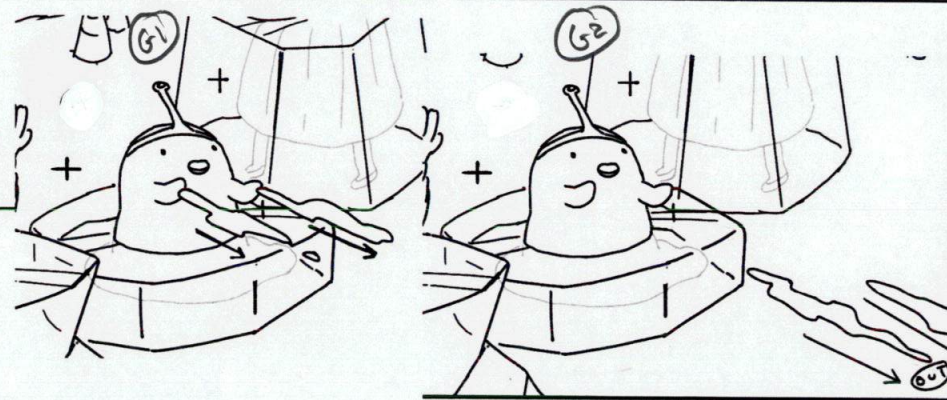
SP/ [laughter cont.]

Action:

- PB looks at SP

Timing:

- SP splats slime -



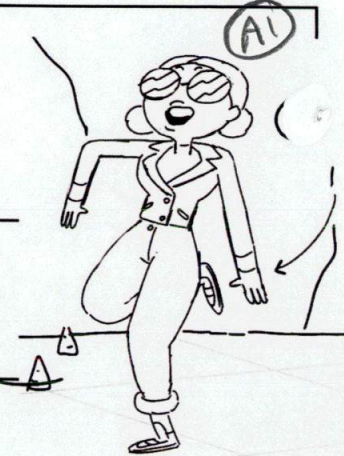
P: Did I mention -

- P. dances

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- cycle

(A) (A)



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Production:



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# ADVENTURE TIME

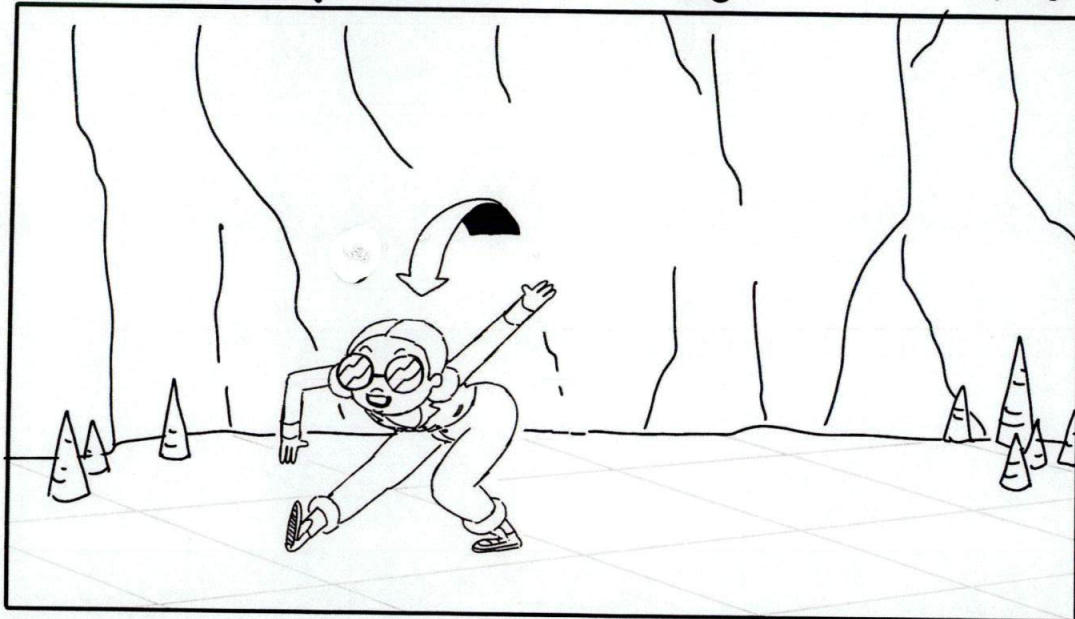


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Sc. 131 ~~cont~~ Pnl. B

Bg.

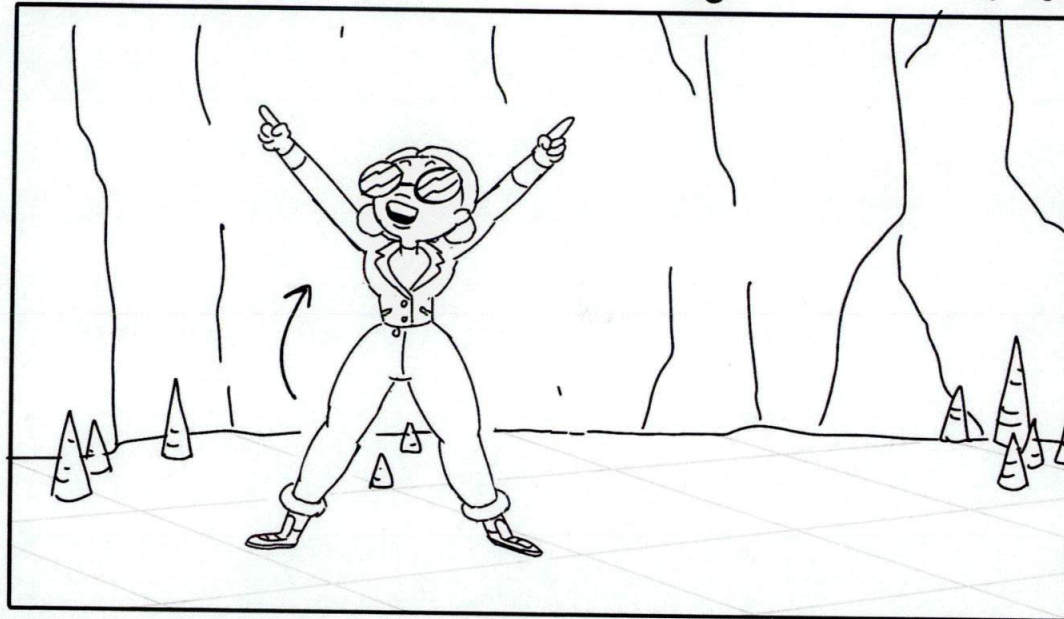
day night



Sc. 131 ~~cont~~ Pnl. C

Bg.

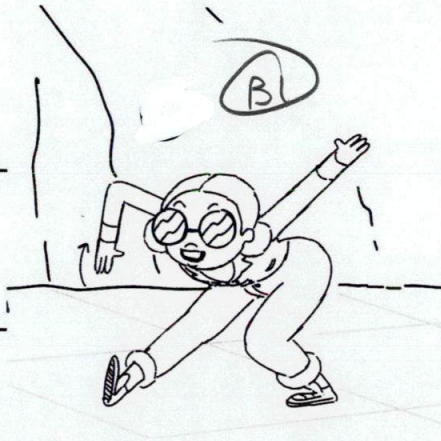
day night



Dialog: P: y'all were dudes in the past?

Action: - P. dances  
- P. PUMPS ARM,

Timing: - cycle ( )  
(B) / (B1)



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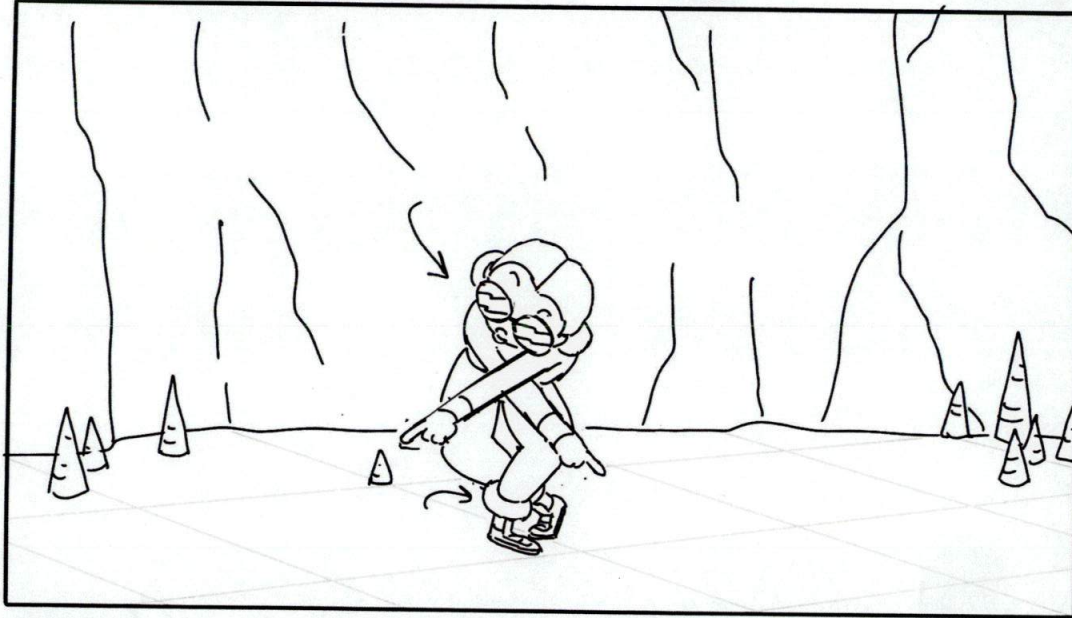
# ADVENTURE TIME



Sc. 131 *cont* Pnl. D

Bg.

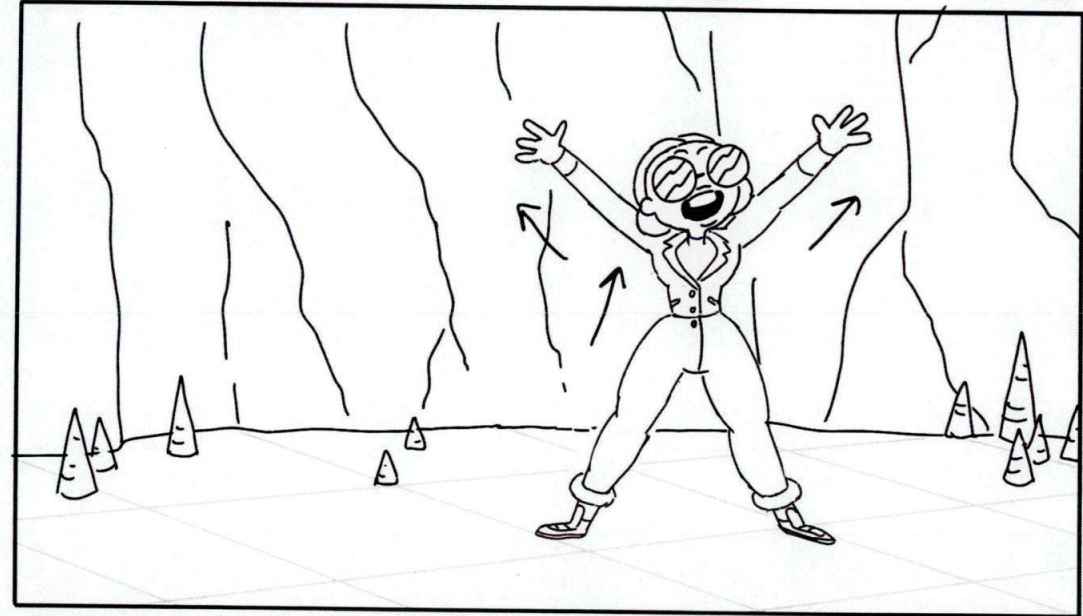
day night



Sc. 131 *cont* Pnl. E

Bg.

day night



Dialog:

P: This is so much better!

Action:

Timing:

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Production:

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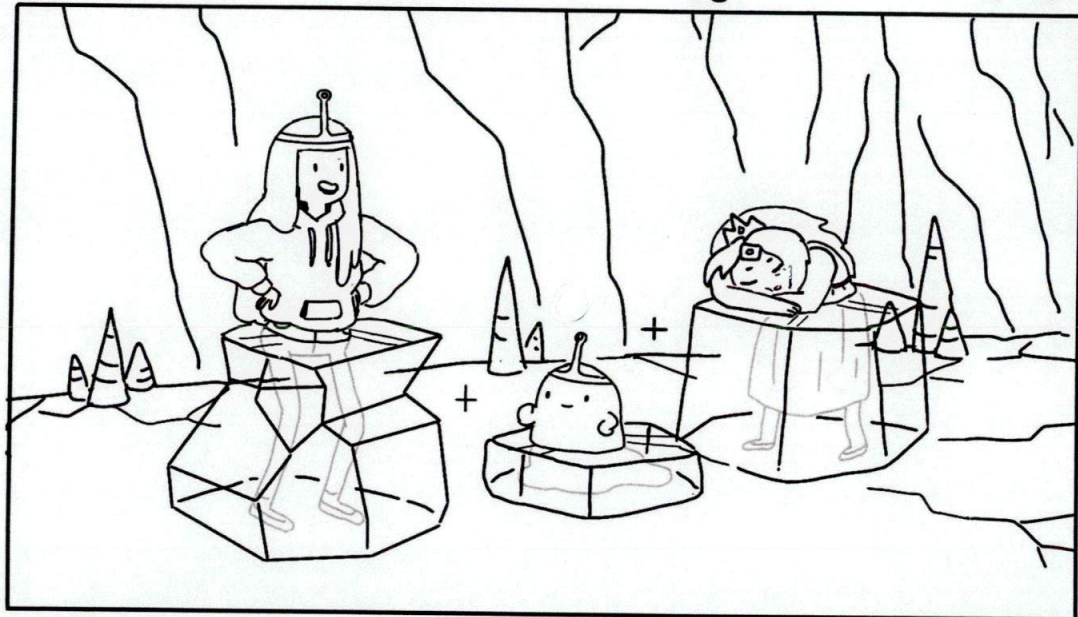


# ADVENTURE TIME

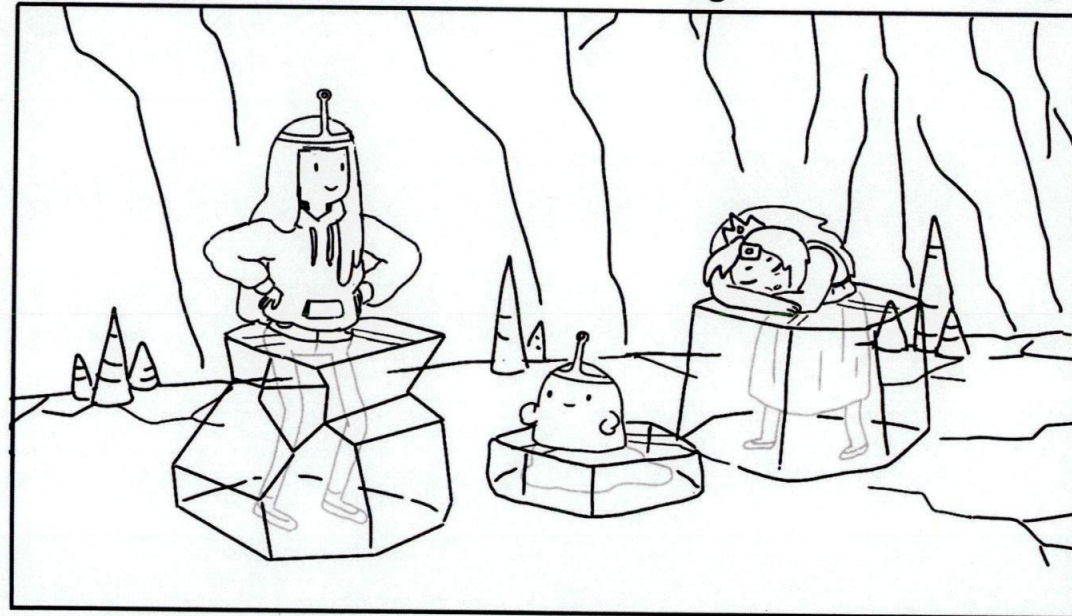


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Sc. 132 Pnl. A Bg. day night



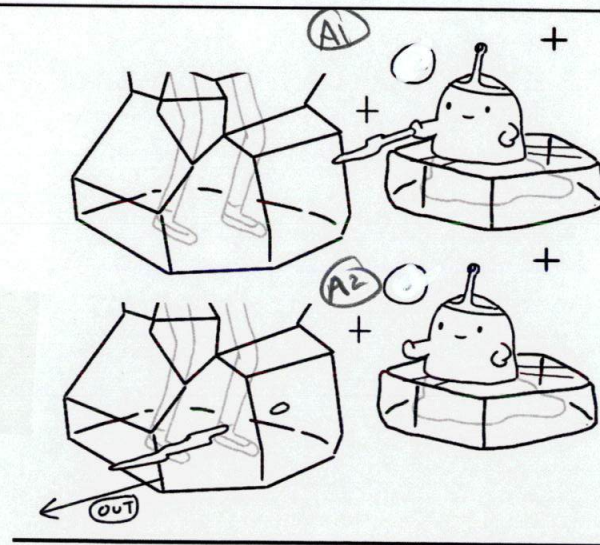
Sc. 132 cont Pnl. B Bg. day night



Dialog: PB: Yeahhh...  
totally...  
SFX: \*splat splat\*

Action: -sp splats slime 2x  
①, ②, ③, ④, ⑤

Timing:



(beat)

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Production:

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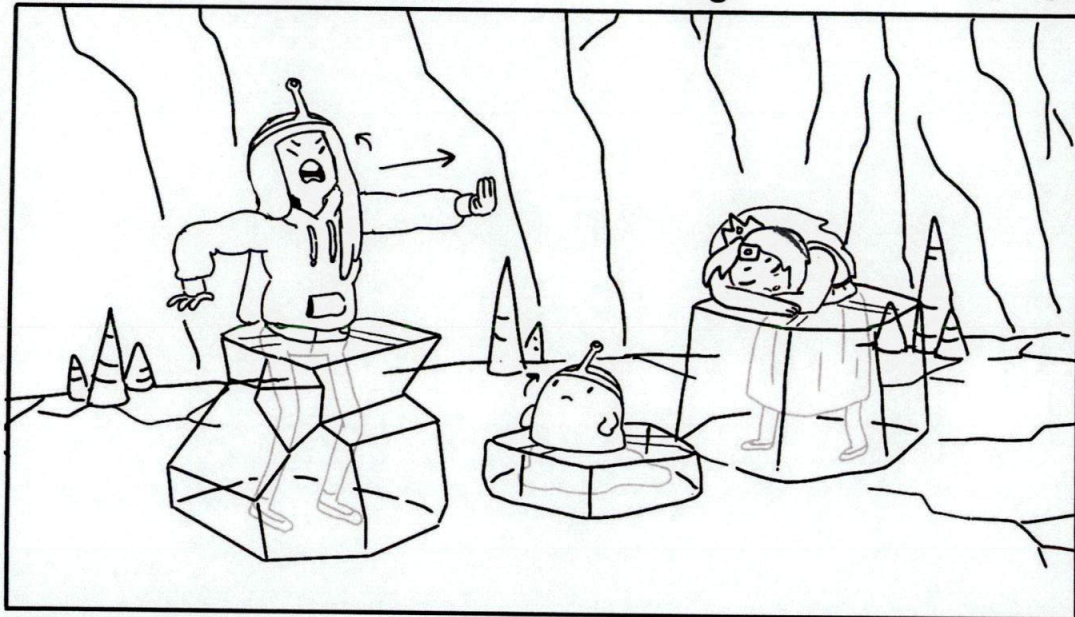
# ADVENTURE TIME



Sc. 132 *cont* Pnl. C

Bg.

day night

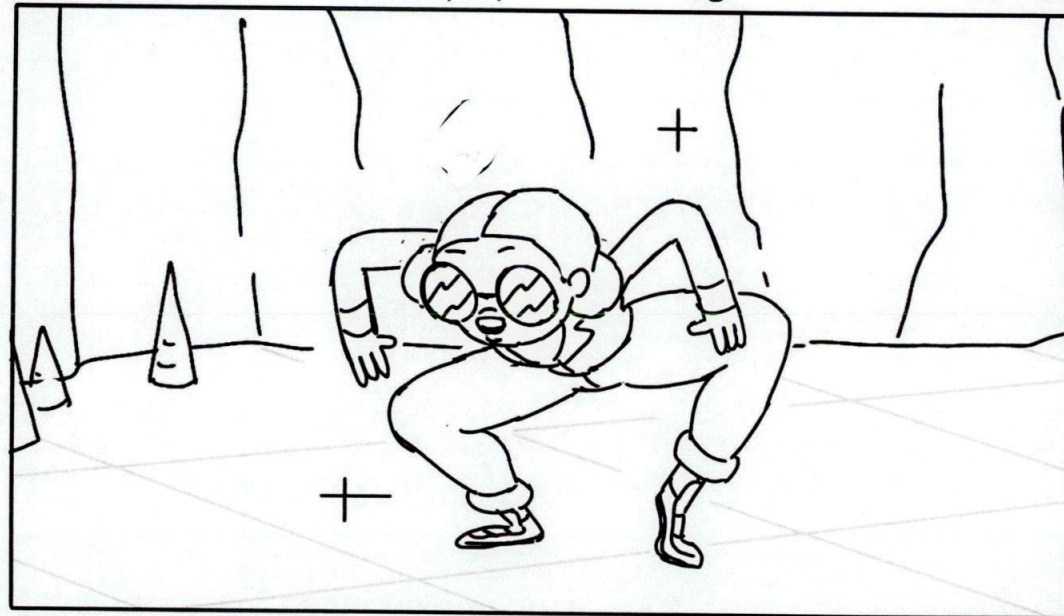


Sc. 133

Pnl. A

Bg.

Page 249  
day night



Dialog: PB: Ahhhh!

Action: - PB SUDDENLY TRIES TO  
FIRE JELLY BEAN AT P.

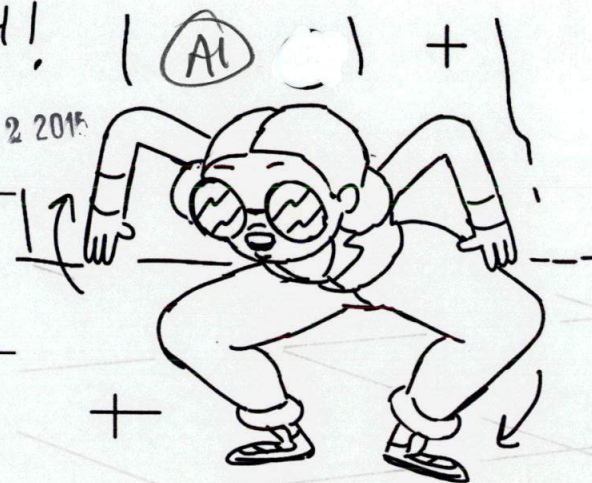
Timing:

PB: (o/s) AHHHH!

- P. dances

- cycle ( )  
(A) (A)

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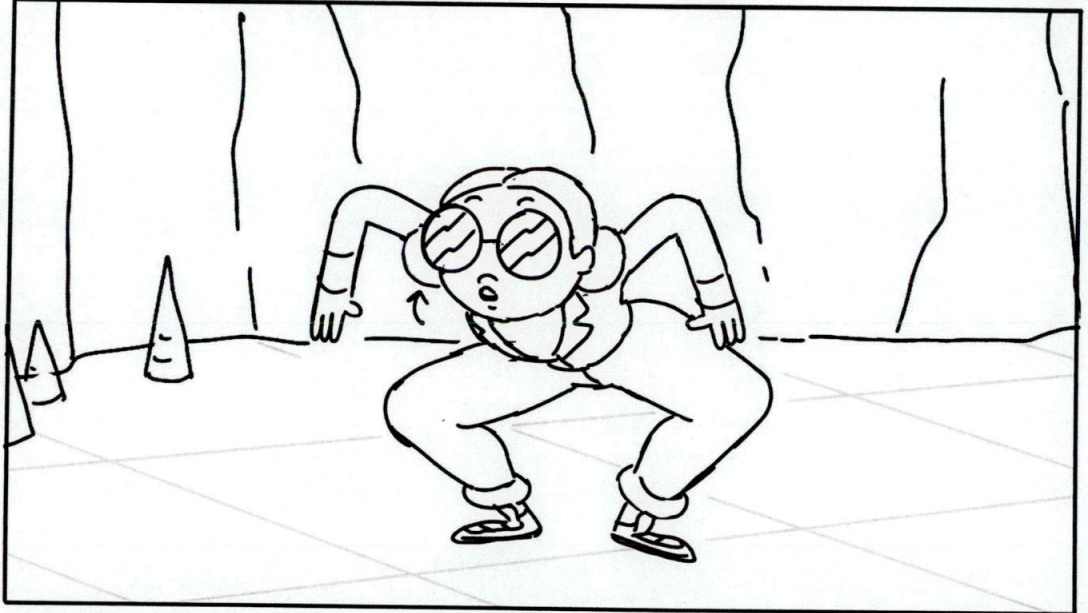
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# ADVENTURE TIME



Sc. 133 cont Pnl. B Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:	<u>PB:</u> AHHH!
Action: - P. looks up, surprised	
Timing:	

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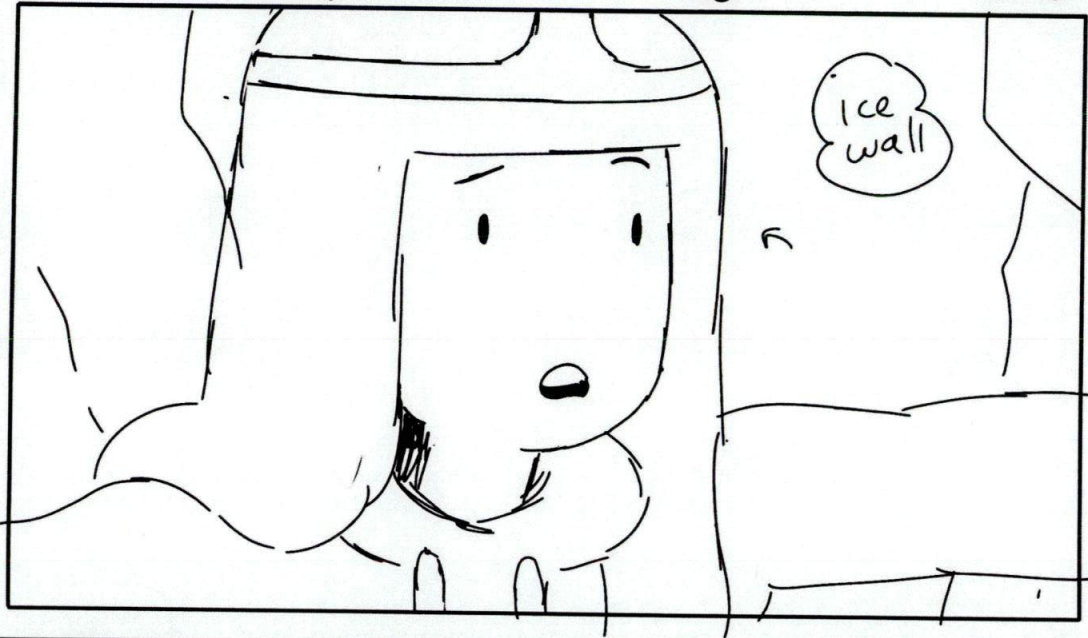
# ADVENTURE TIME



Sc. 134 *cont* Pnl. B

Bg.

day night

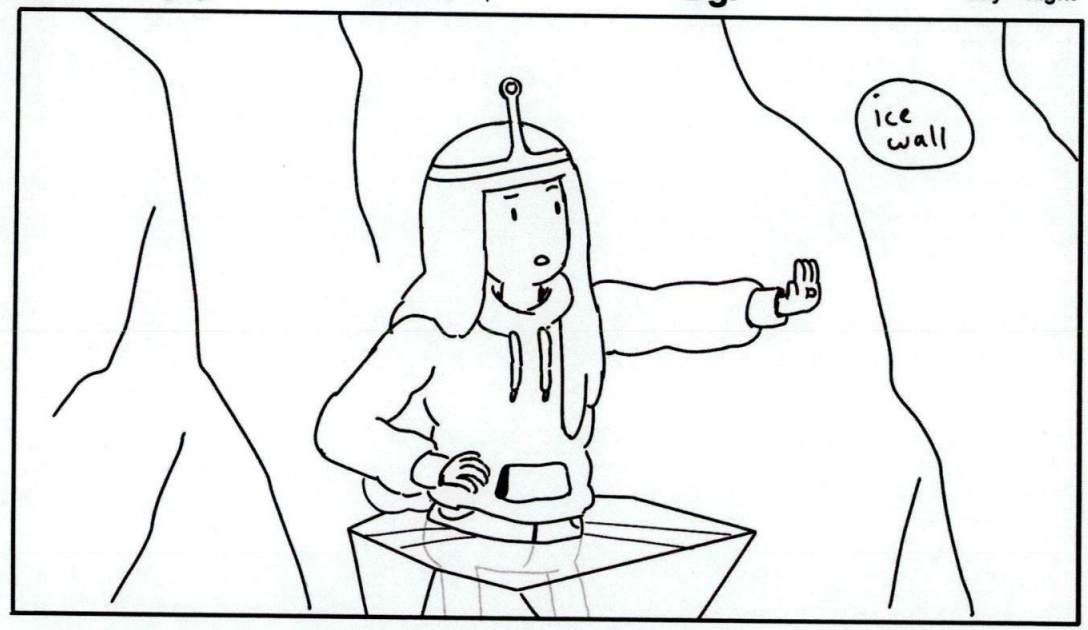


Sc. 135

Pnl. A

Bg.

day night



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Dialog: PB: ... Ahhhh?

Action:

Timing:

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Production:

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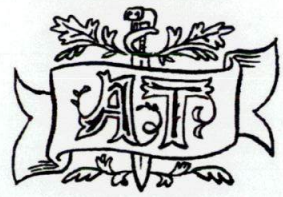
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# ADVENTURE TIME



Sc. 135 cont Pnl. B Bg. day night



Sc. 135 cont Pnl. C Bg. day night



Dialog:	
<u>PB</u> : hnnnn!	
Action:	- PB turns her hand to look at single bean embedded in her palm
	- one single bean struggles to emerge
Timing:	DEC 02 2015

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Production:

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# ADVENTURE TIME

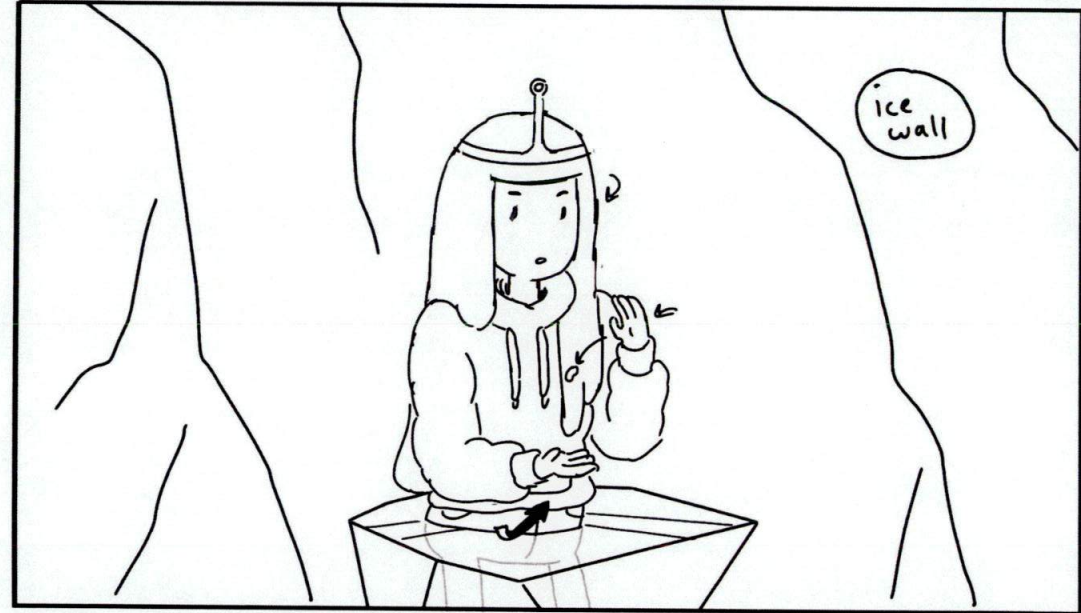


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Sc. 135 cont Pnl. D Bg. day night



Sc. 135 cont Pnl. E Bg. day night



Dialog:

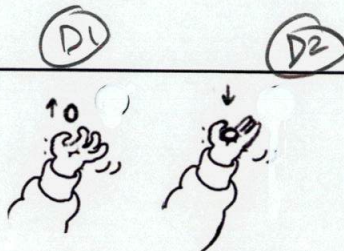
SFX: \* fart \*

Action: - bean comes out of palm a tiny bit

- bean pops out

DEC 02 2015

Timing:



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Production:

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# ADVENTURE TIME

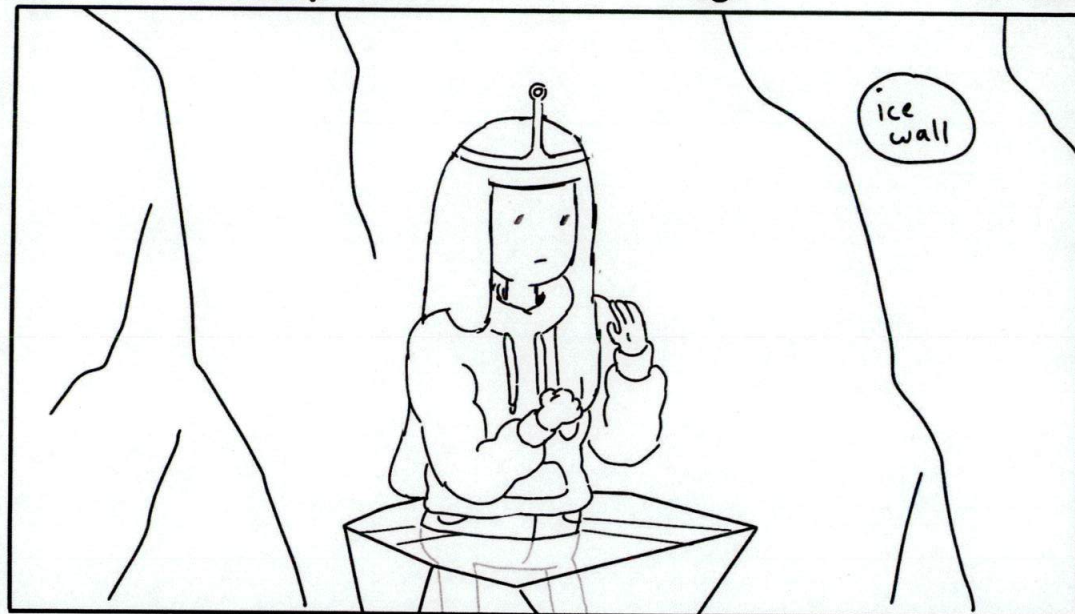


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Sc. 135 CONT Pnl. F

Bg.

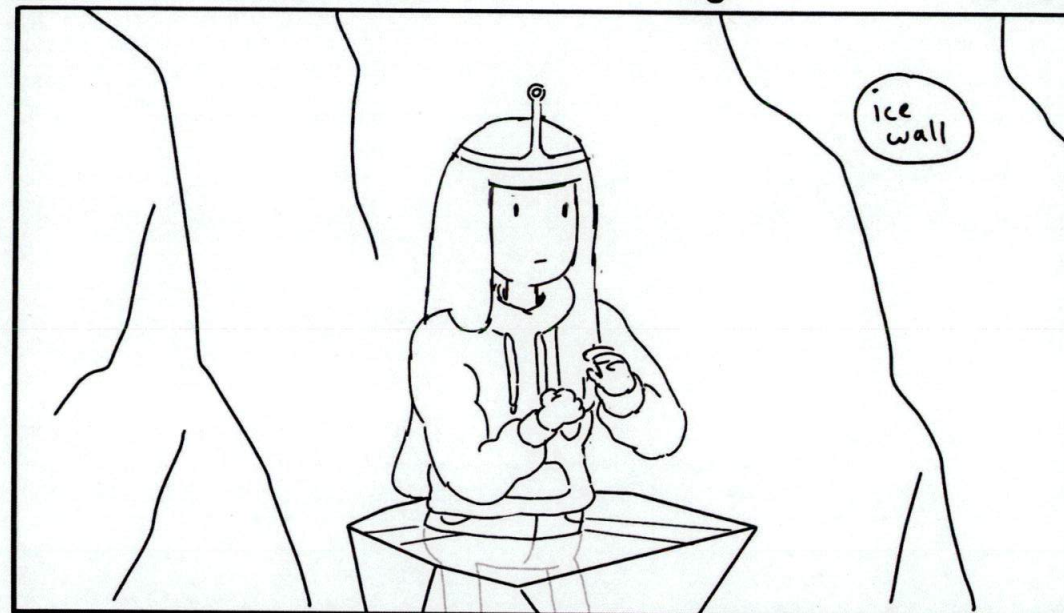
day night



Sc. 135 CONT Pnl. G

Bg.

day night



Dialog: SFX: \* plop \*

P: (o/s) hahaha

Action: - PB catches bean

- PB looks up

DEC 02 2015

Timing:

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Production:

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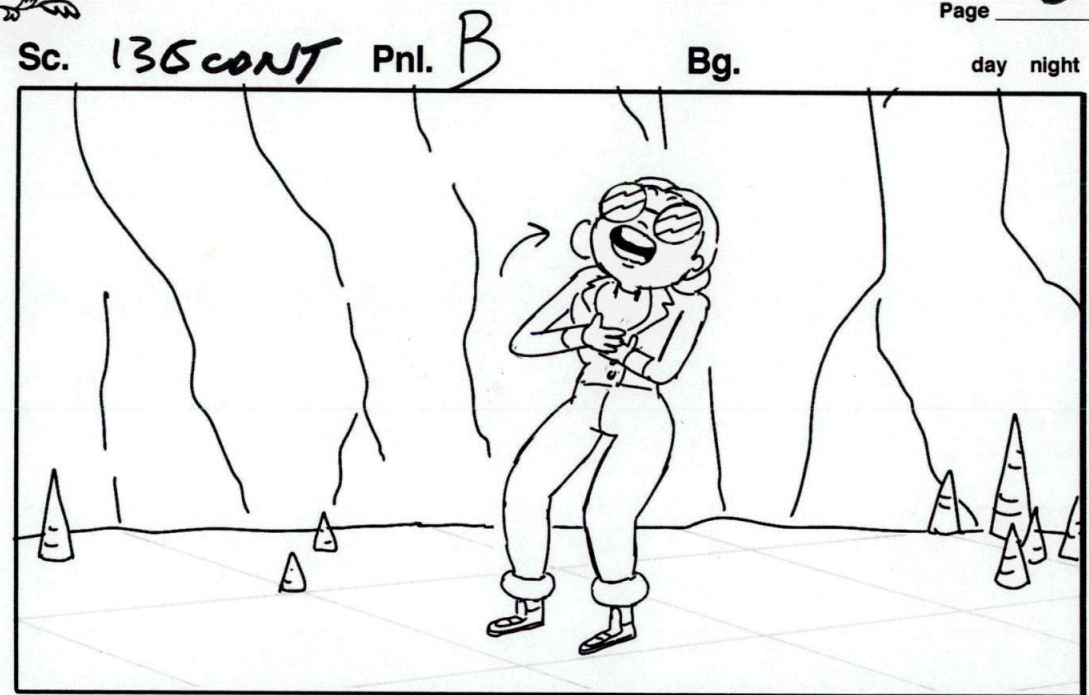
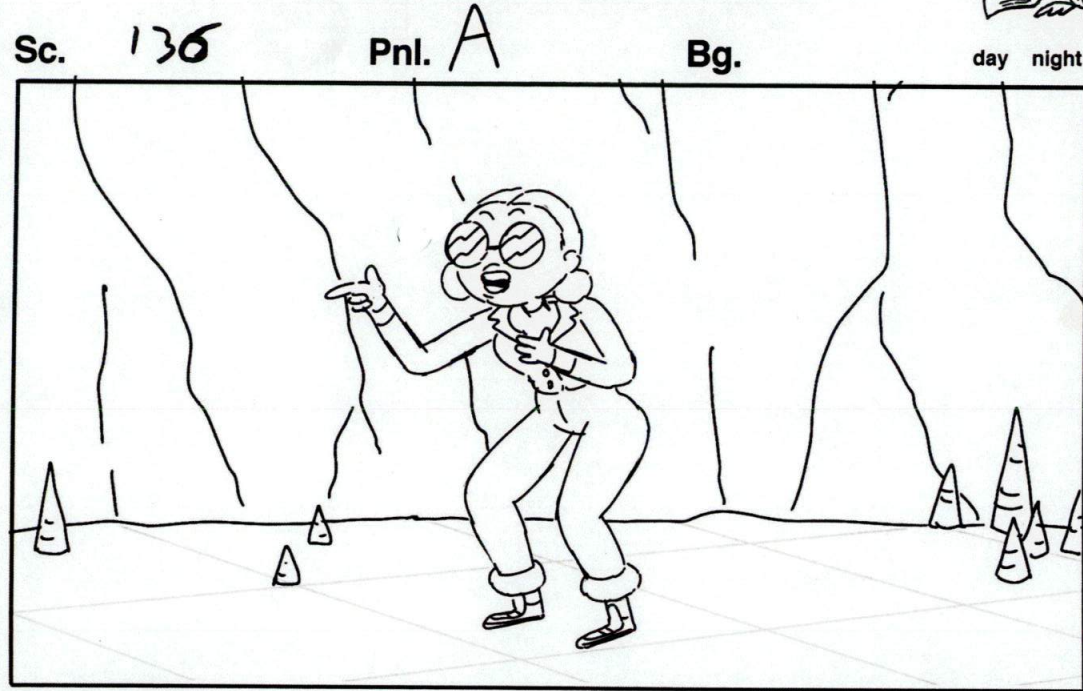



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# ADVENTURE TIME



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Dialog:	<u>P:</u> Your face right now!	<u>P:</u> Ahahaha!
Action:		
Timing:		

DEC. 02 2015

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Production:

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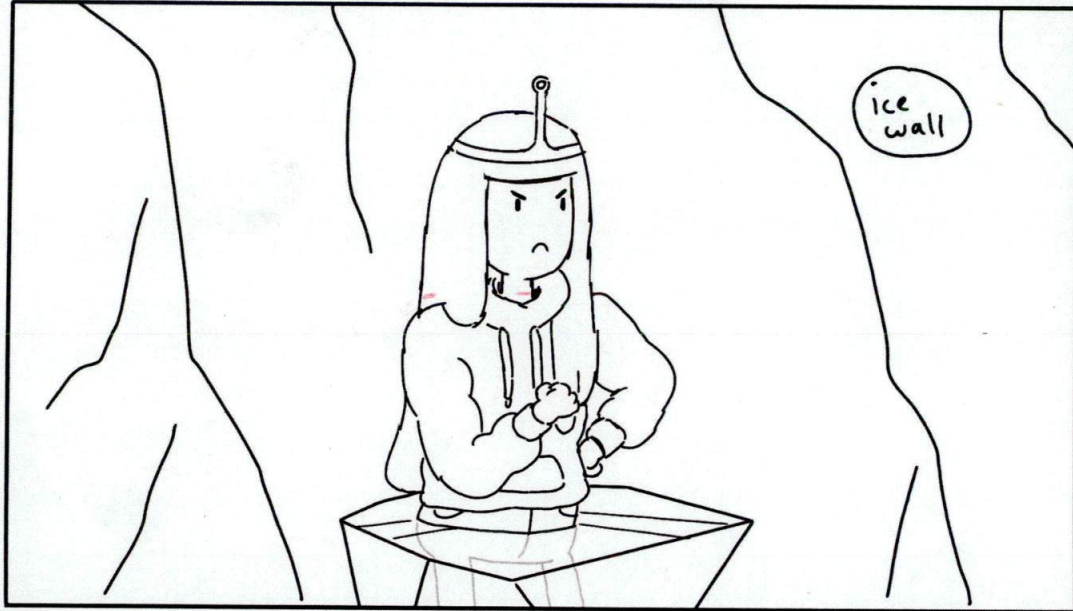
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# ADVENTURE TIME



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Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog: P: (o/s) hahahaha

Action: - PB glares at P.

ANTIC

DEC 02 2013

Timing:

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Production:

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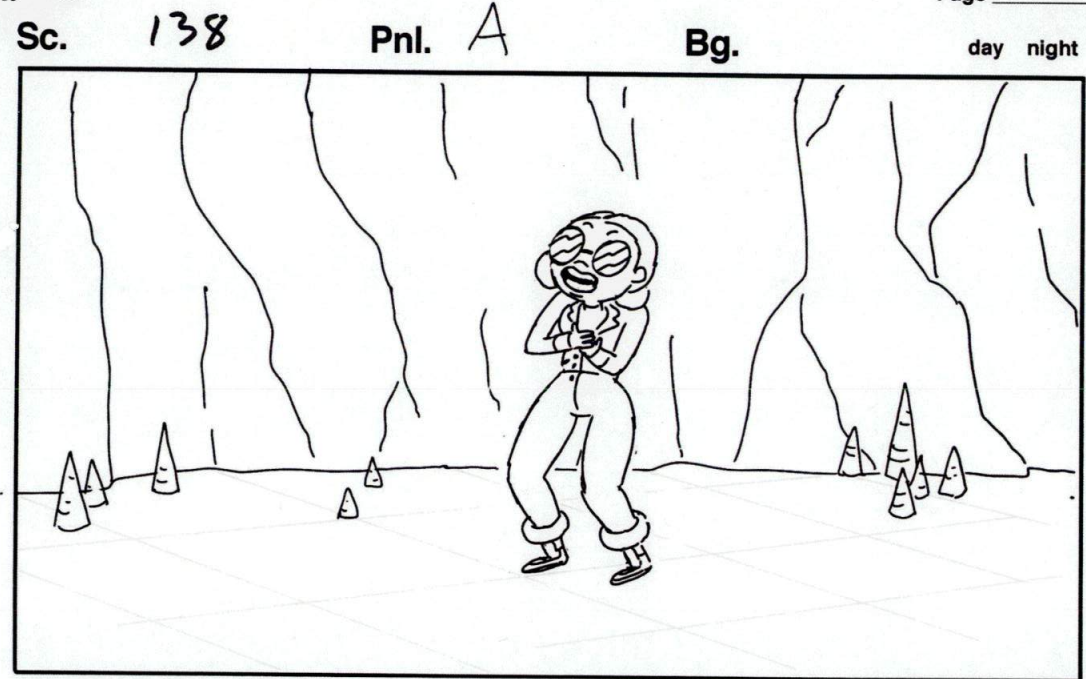
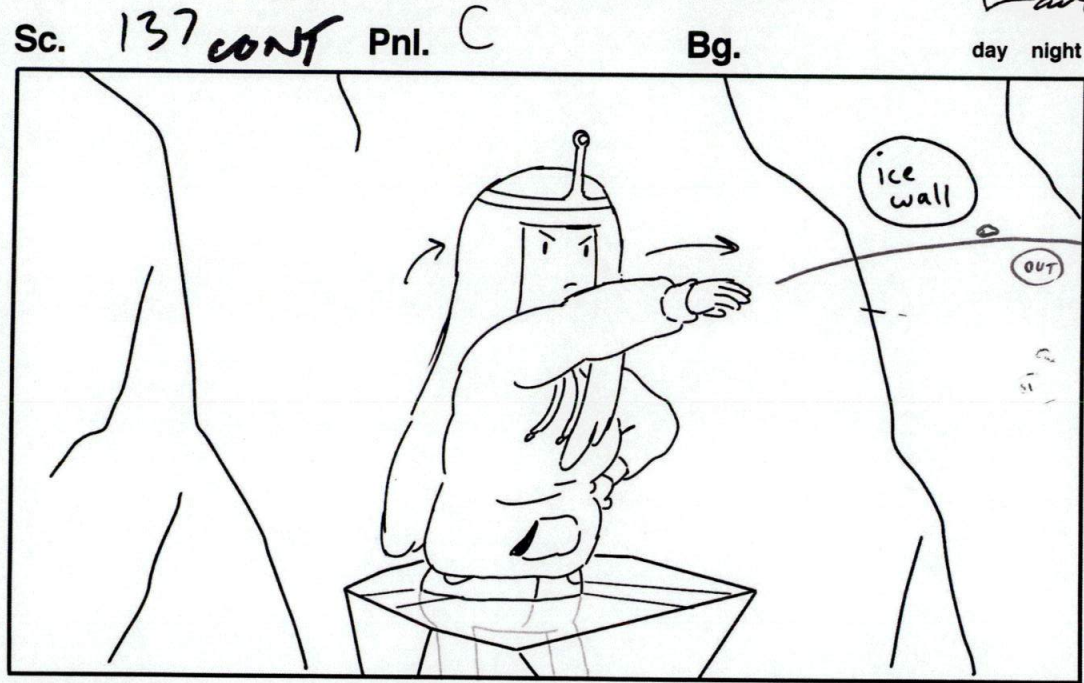
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# ADVENTURE TIME



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Dialog:

P: hahaha

Action:

- PB chucks single bean at Patience

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242

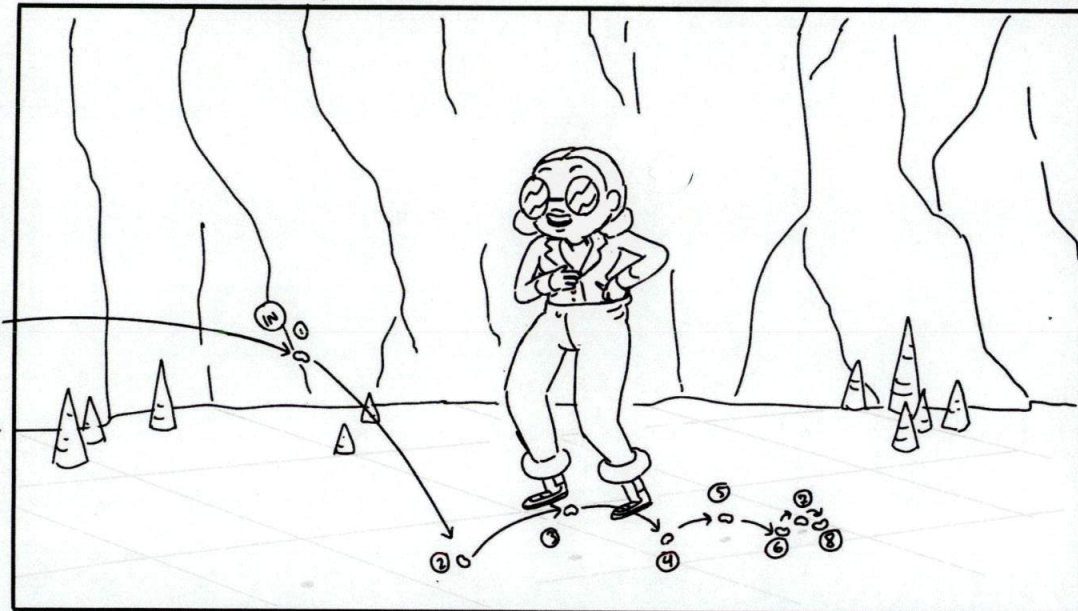


# ADVENTURE TIME



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Sc. 138 cont Pnl. B Bg. day night



Sc. 138 cont Pnl. C Bg. day night



Dialog: P: I gotta get a picture of this...

P: ahahaha

Action: - P. reaches for phone  
- bean flies in, bounces, & lands near P's feet

Timing:

- P. pulls out phone to take a pic

DEC 02 2015



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Production:

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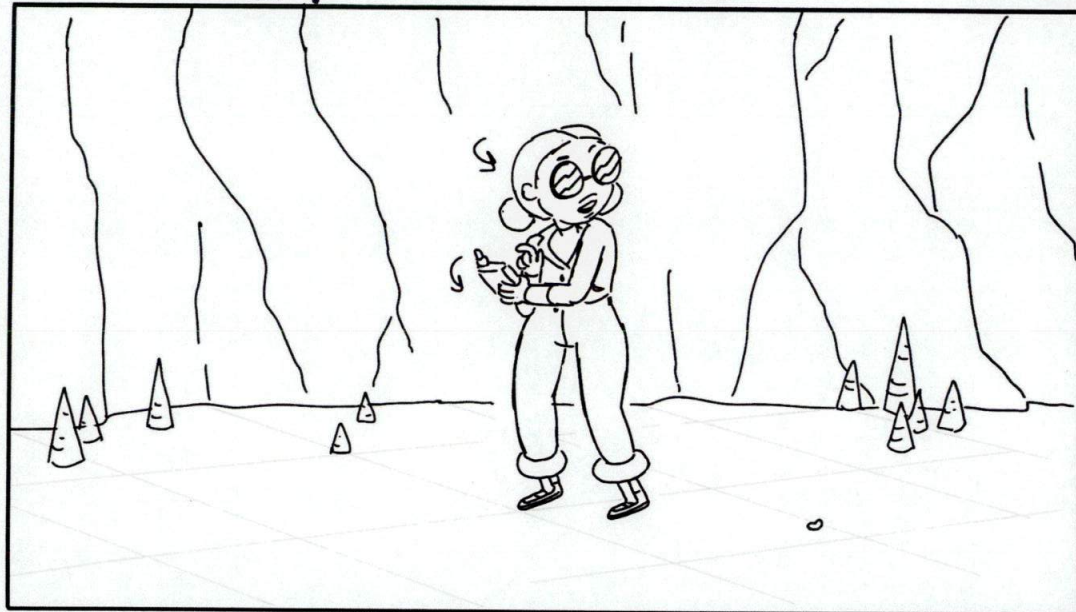


# ADVENTURE TIME

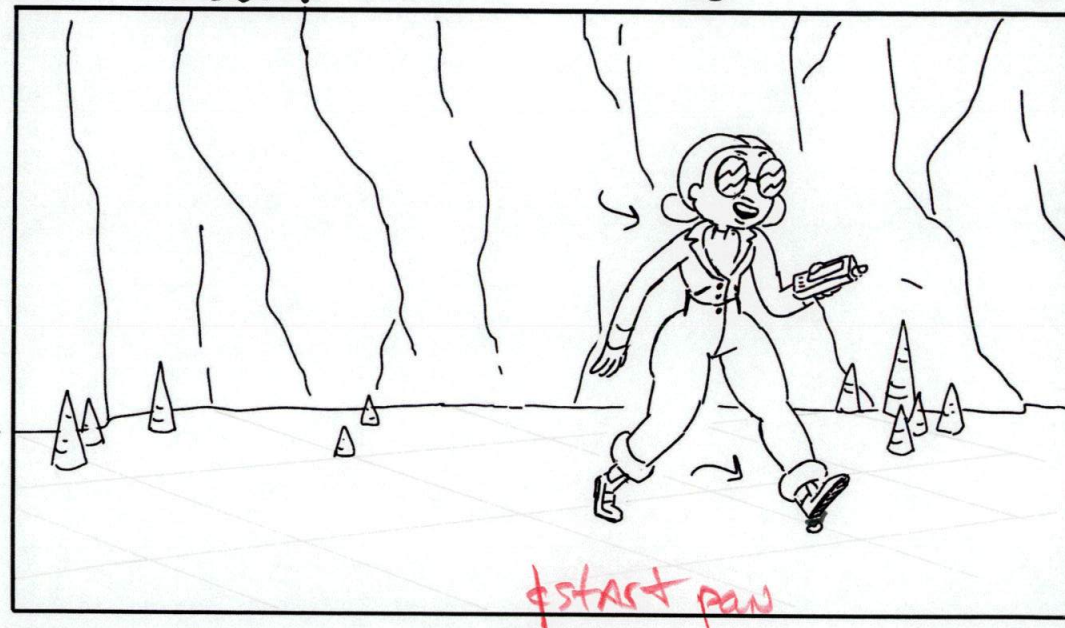


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Sc. 138 cont Pnl. D Bg. day night



Sc. 138 cont Pnl. E Bg. day night



Dialog:	<u>P</u> : Oh wait, I need . . . <u>P</u> : . . . my charger
Action:	- P. turns & heads towards boat
Timing:	DEC 02 2015

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EPISODE #

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Production:

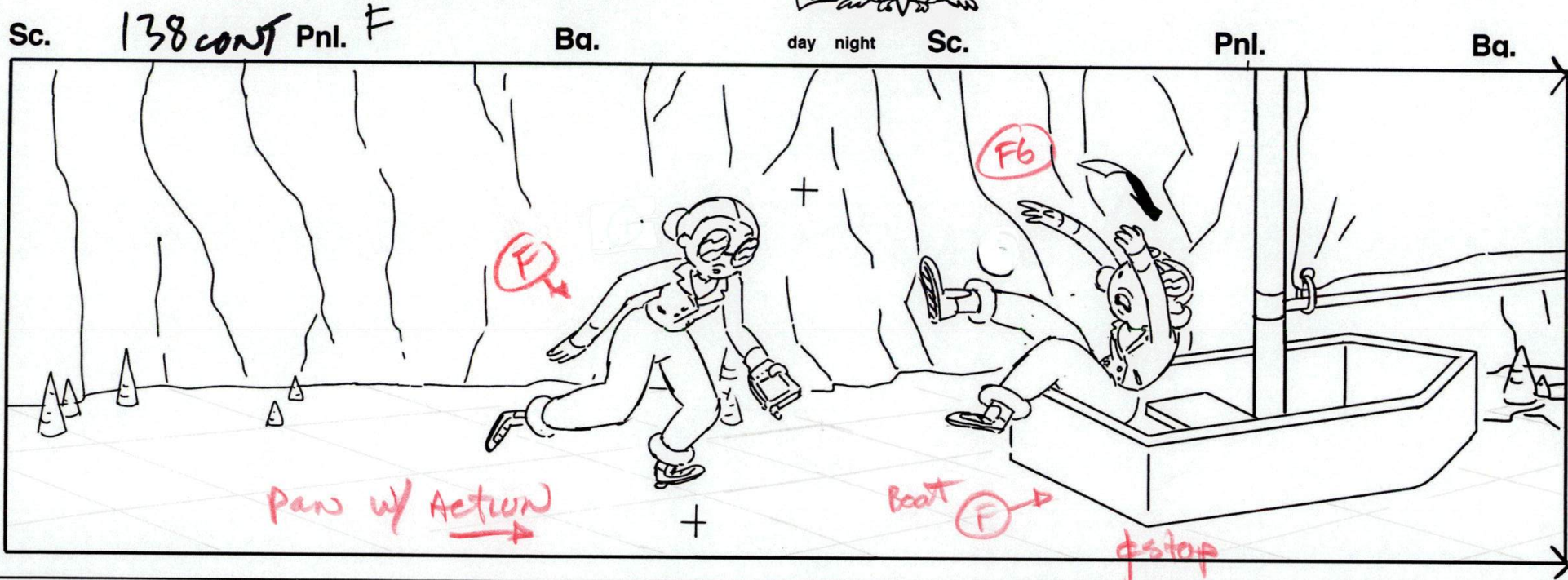
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# ADVENTURE TIME



Dialog:	
Action:	- P. slips on bean, tumbles comically forward and into boat * Stumble poses (F1) thru (F5) are on pg 261.
Timing:	- cam. adj. right w/ P. as she tumbles

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EPISODE #

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Production:

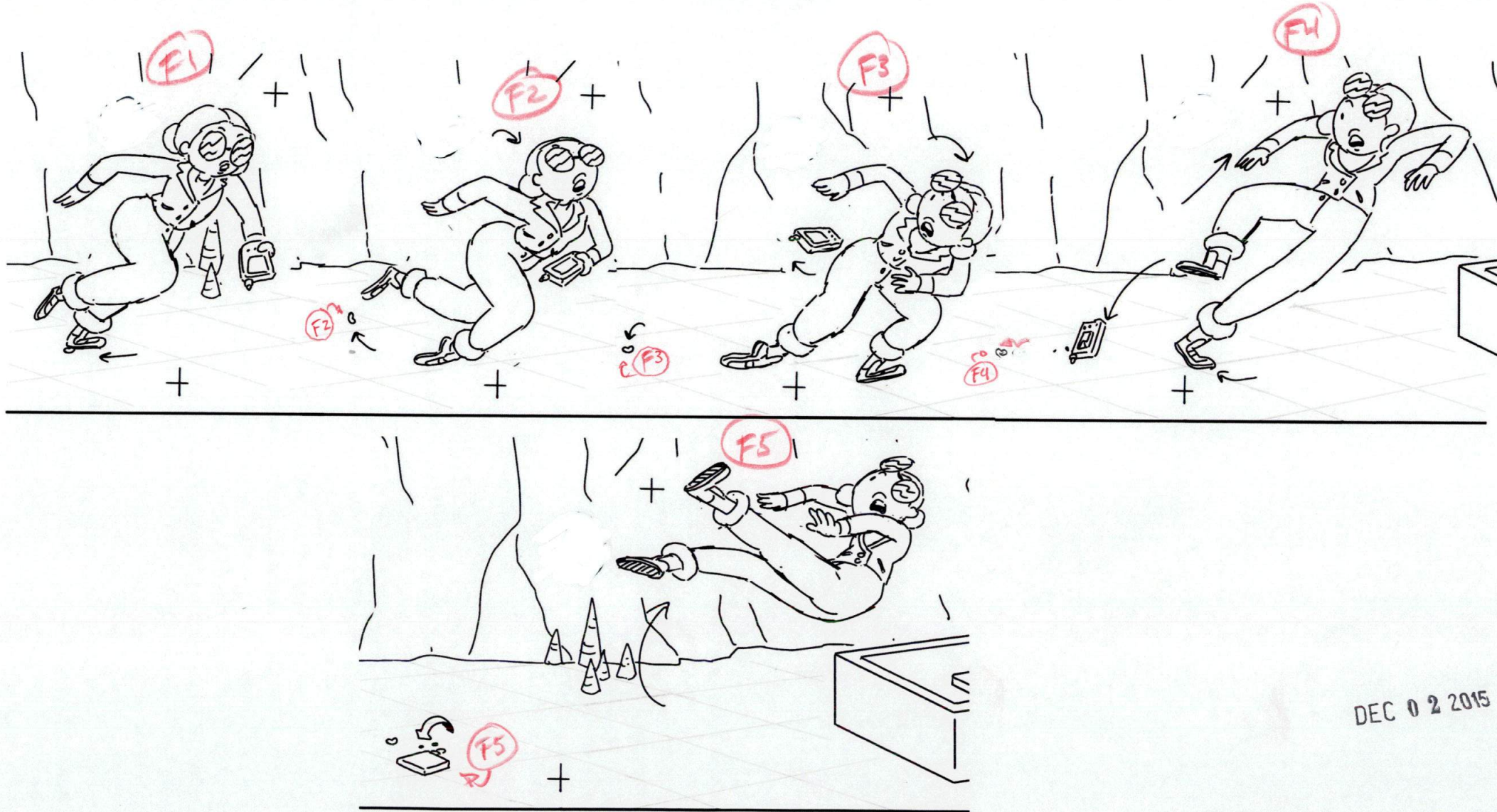
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# ADVENTURE TIME



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Production:

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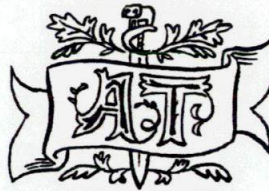


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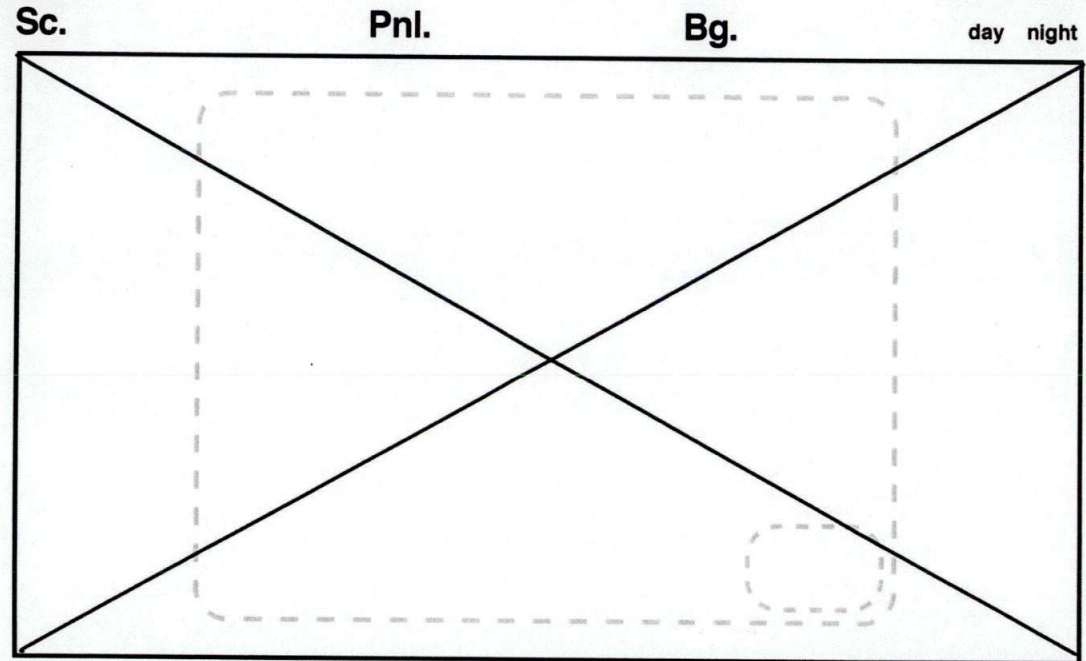
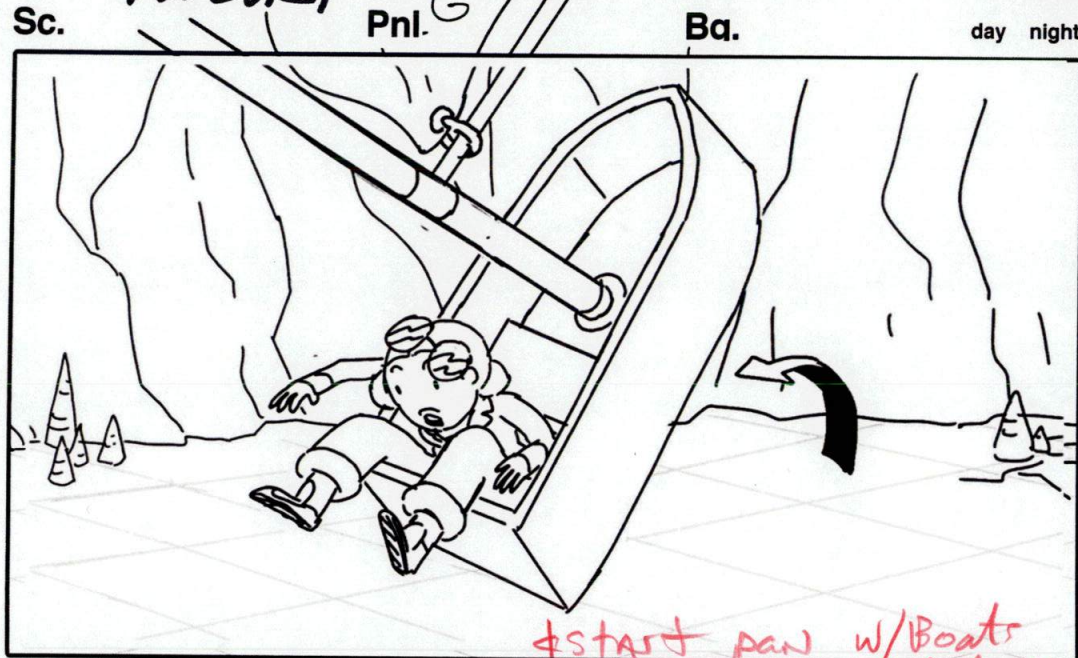
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# ADVENTURE TIME



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Dialog:
<u>SFX:</u> * KLONK! *
Action: - boat starts to tip w/P's weight
Timing:

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Production:

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# ADVENTURE TIME

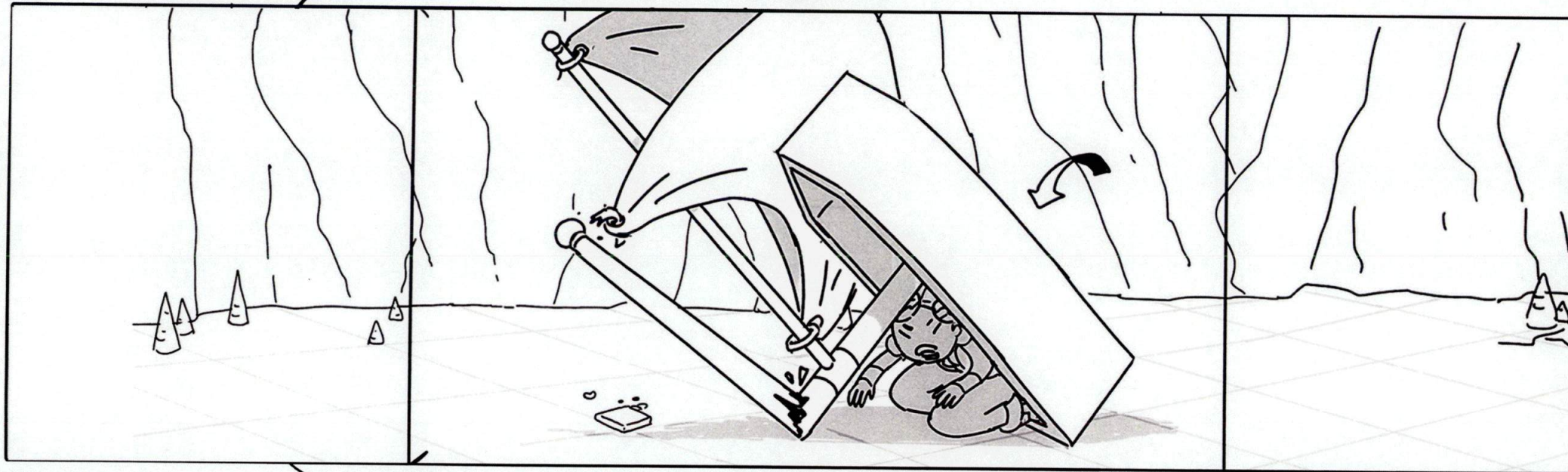


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Sc. 138 *cont* Pnl. H

ay night

day night



Dialog:

← pan w/Action

Action:

- boat continues flip over, mast breaks upon impact with ground.  
- cam. adj. w/action

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Timing:

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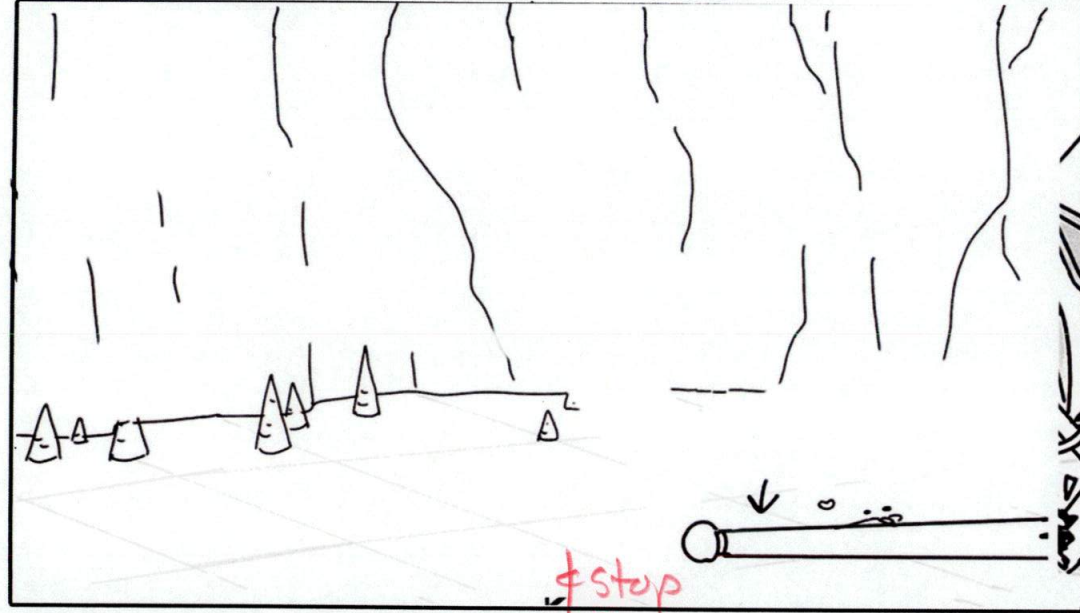
# ADVENTURE TIME



Sc. 138 *cont* Pnl. I

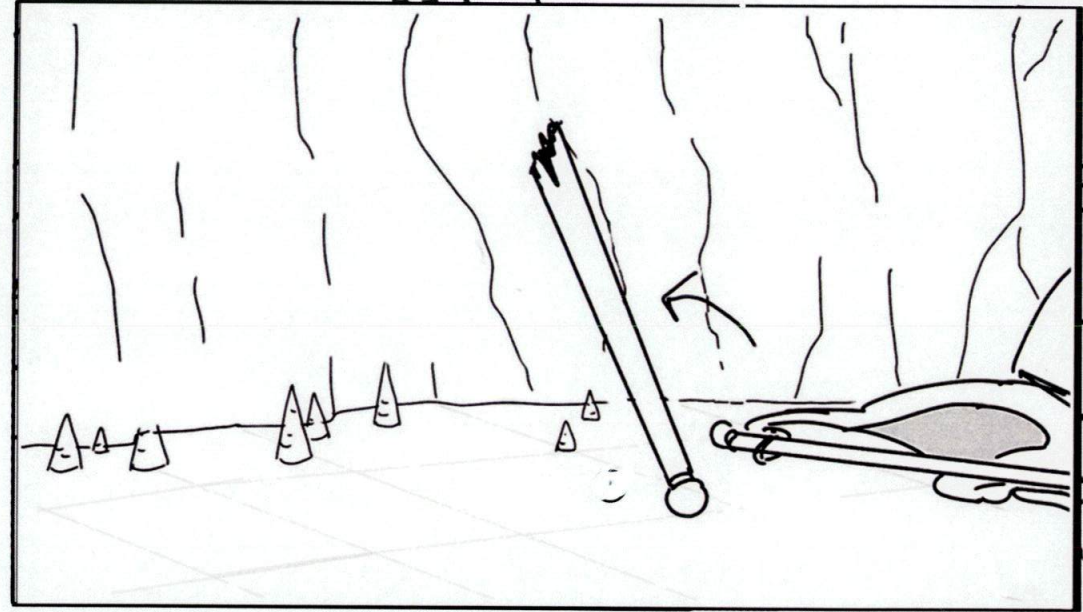
Bg.

day night



Sc. 138 *cont* Pnl. J

Bg.



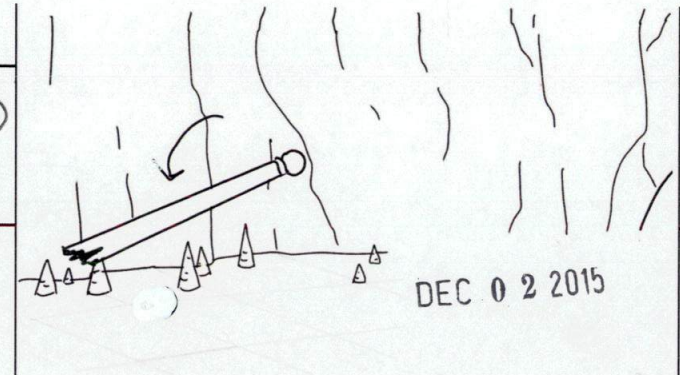
Dialog:

SFX: A WHPP-PP \*

Action:

- top of mast breaks off and hits the ground before spinning off/s

Timing:



Production:

Page 264  
264A NEXT  
day night

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1034/242



# ADVENTURE TIME



NO SC  
139

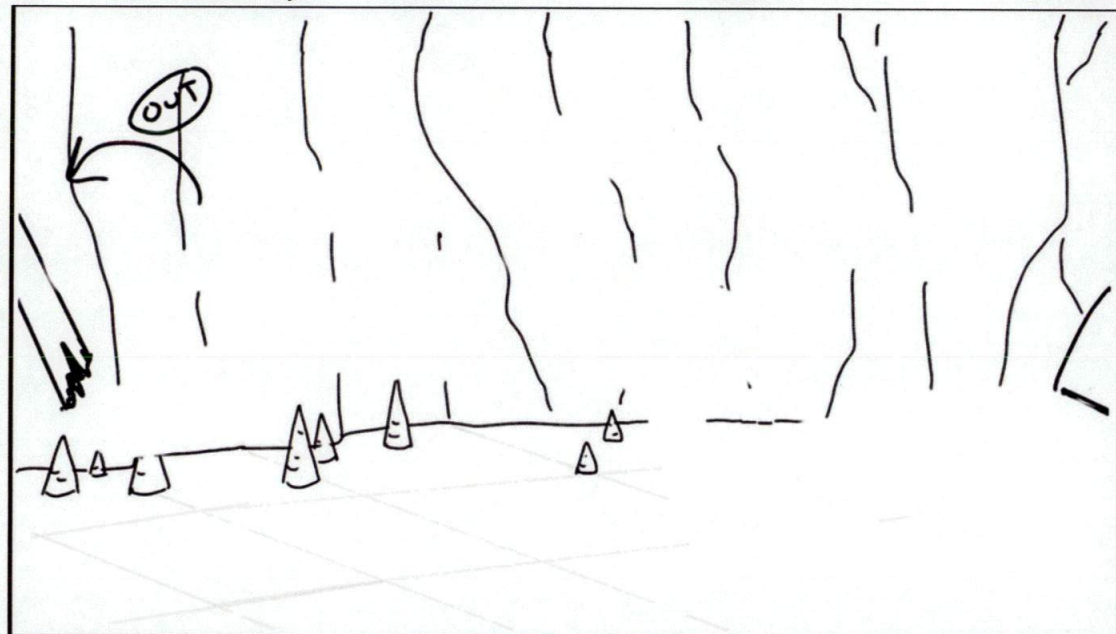
Page 264A  
*265 NEXT*  
day night

Sc. 138 *cont*

Pnl. K

Bg.

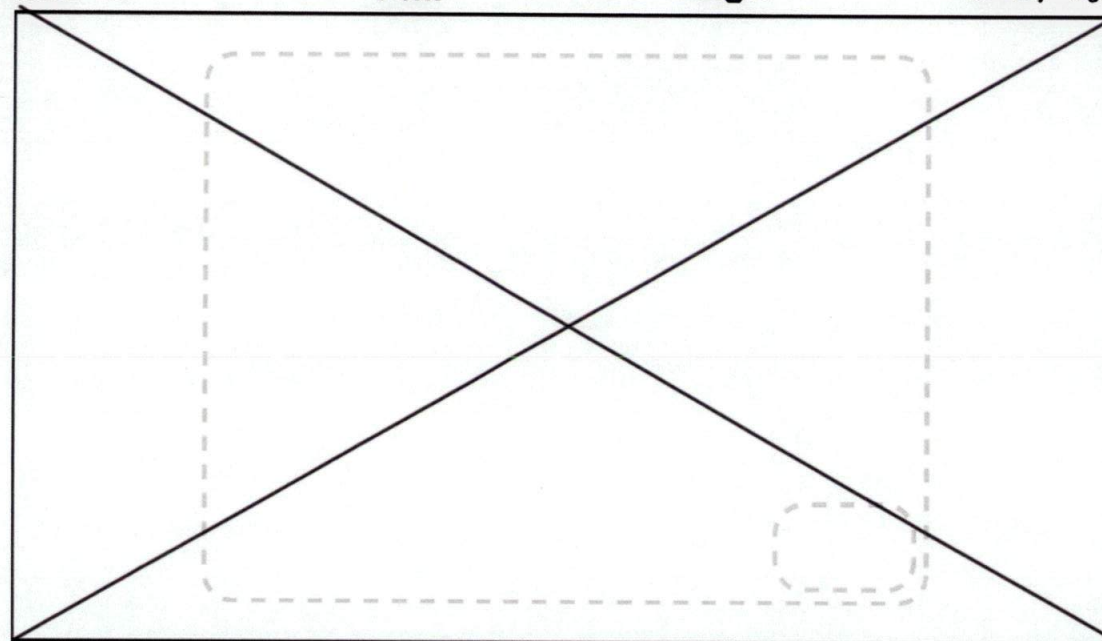
day night



Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

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Production :



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# ADVENTURE TIME



Sc. 140

Pnl. A

Bg.

day night

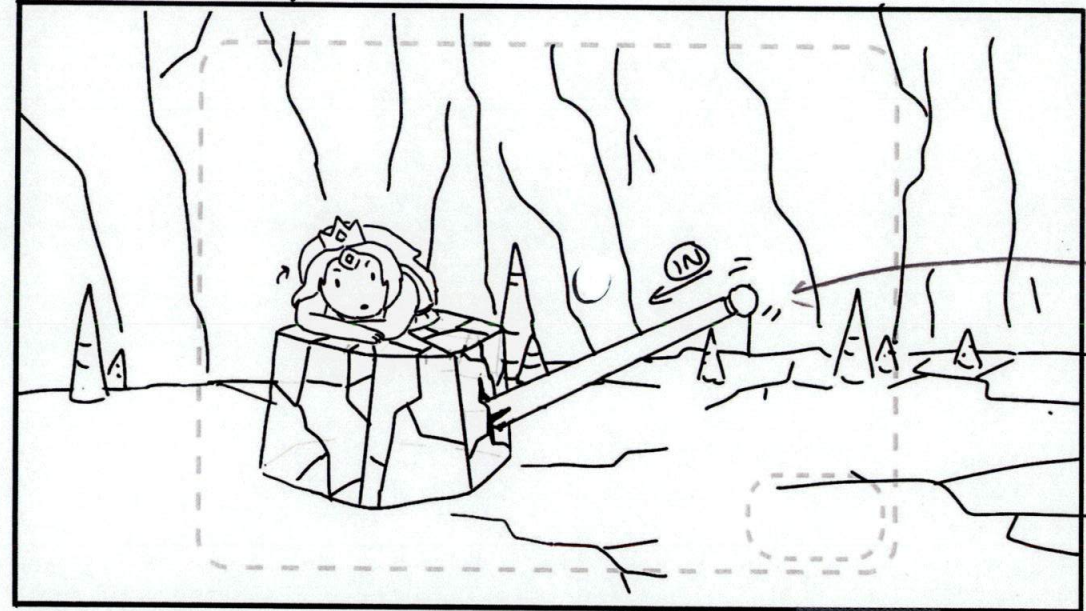


Sc. 140 cont

Pnl. B

Bg.

day night



Dialog:

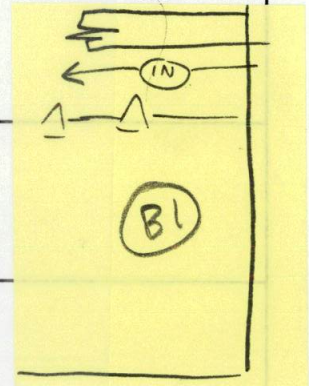
Sfx: \*ice cracking\*

Action:

- mast flies in, cracks FP's ice  
- she looks up

Timing:

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# ADVENTURE TIME



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Sc. 140 *cont* Pnl. C

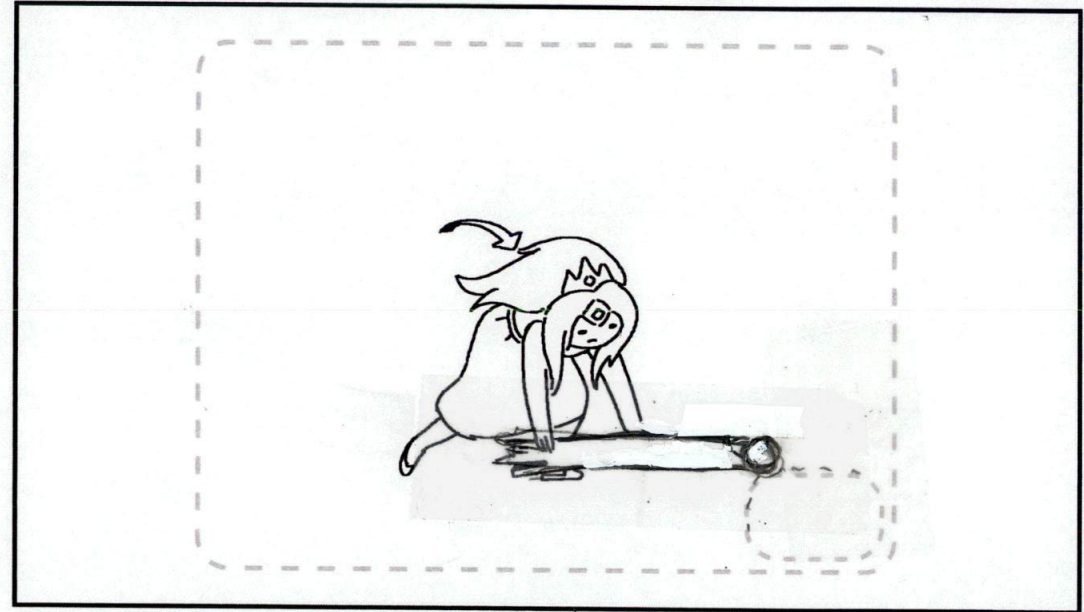
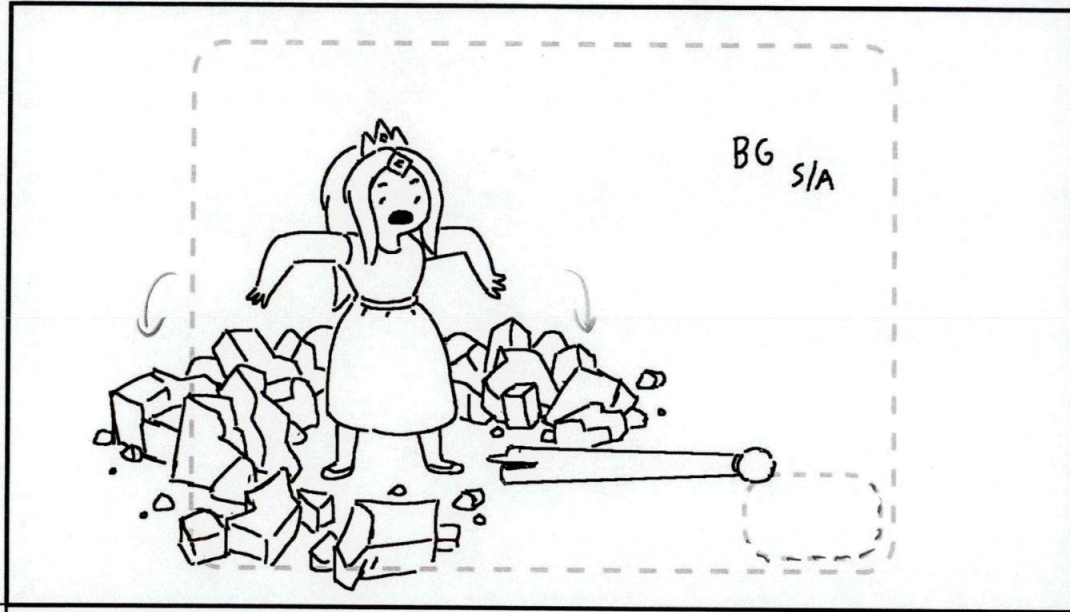
Bg.

day night

Sc. 140 *cont* Pnl. D

Bg.

day night



Dialog:

SFX: \* SKSHH \* PB: FOOD! (C)

Action:

FP IS FREED.

F.P. PICKS UP MAST

Timing:



DEC 02 2015

Production:

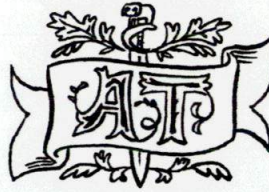
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# ADVENTURE TIME



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Sc. 140 *CONT* Pnl. *E*

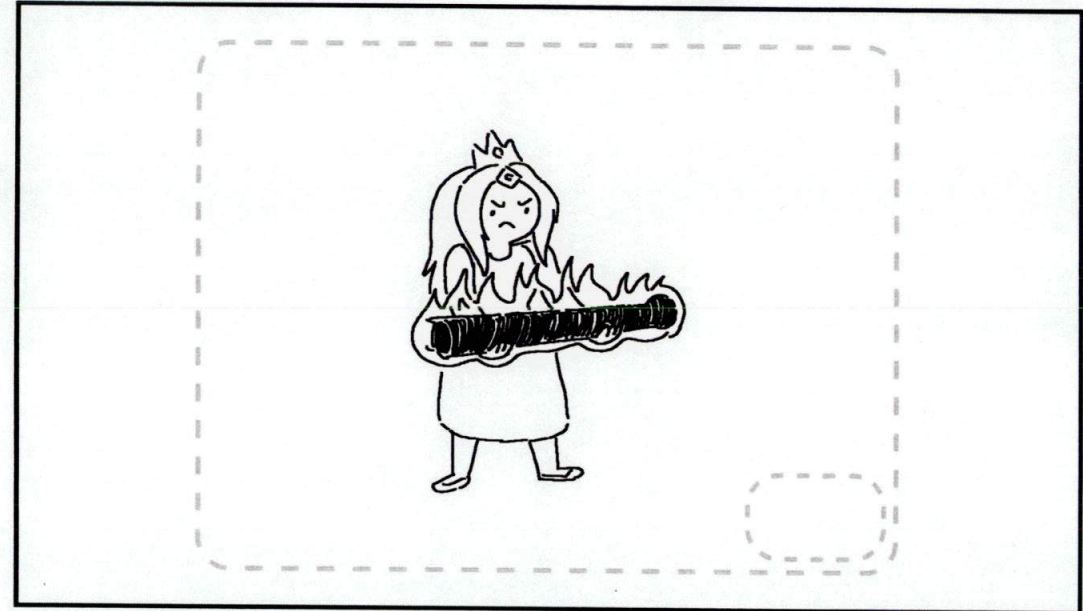
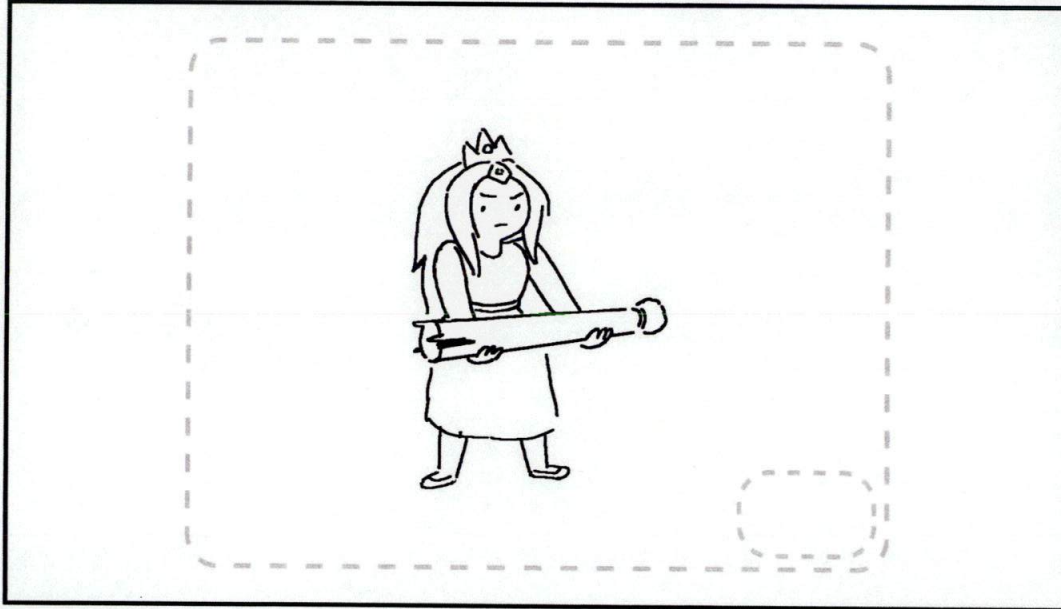
Bg.

day night

Sc. 140 *CONT* Pnl. *F*

Bg.

day night



Dialog:

Sfx. \* FWOOSH! \*

Action:

F.P. BURNS UP MAST TO REFUEL &  
REGAIN STRENGTH.

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

Production:

1034/242



# ADVENTURE TIME



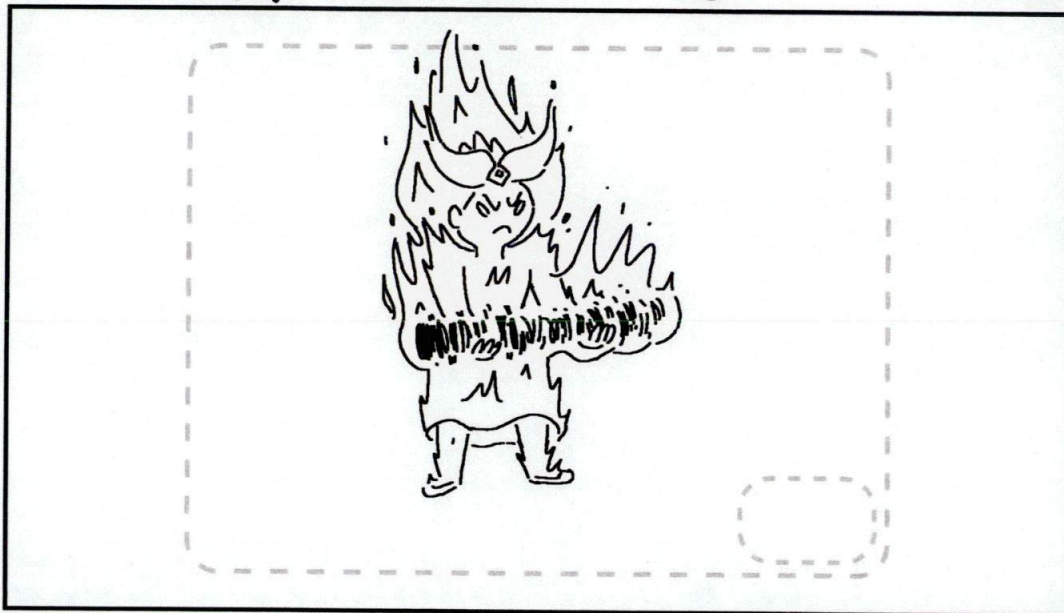
Page 268

Sc. 140 CONT Pnl. G Bg.

day night

Sc. 140 CONT Pnl. H Bg.

day night



Dialog:

Action:

-FP BACK TO NORMAL COLOR.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME



Page 269

Sc. 140 *CONT* Pnl. I

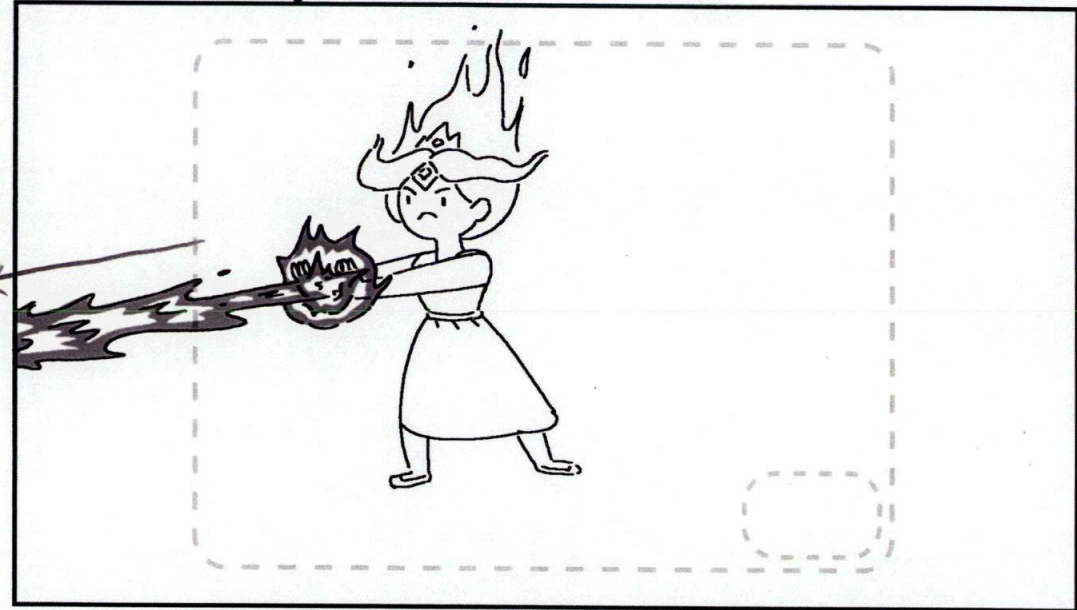
Bg.

day night

Sc. 140 *CONT* Pnl. J

Bg.

day night



Dialog:

Action:

F.P. BLASTS FIRE O.S.

DEC 02 2013

Timing:

EPISODE # 1034-242

1034/242

Production:

1034/242

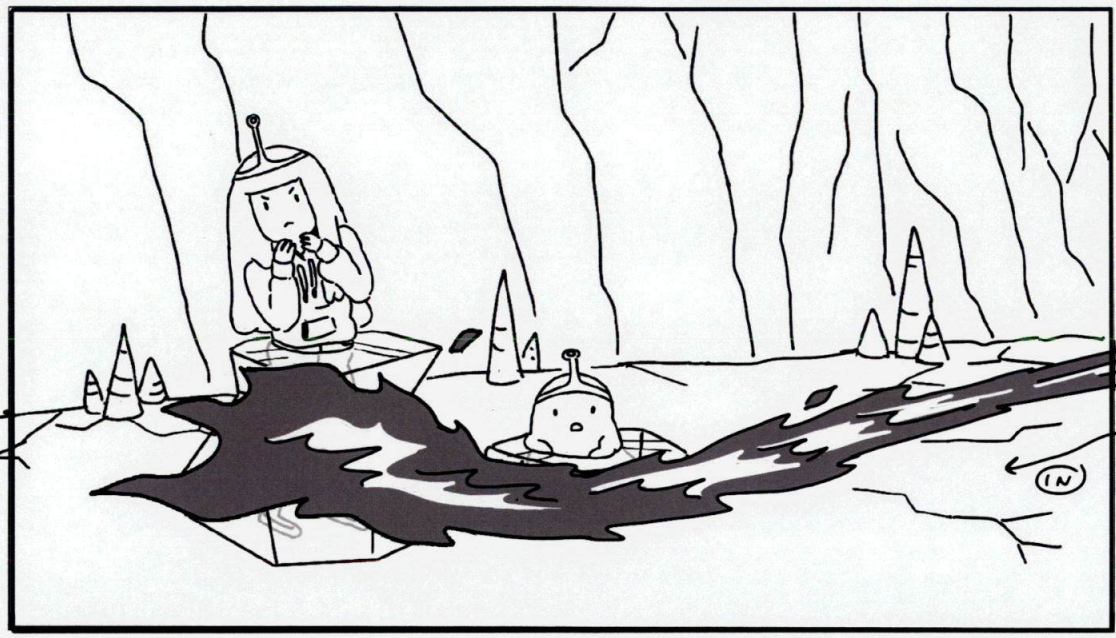


ADVENTURE TIME

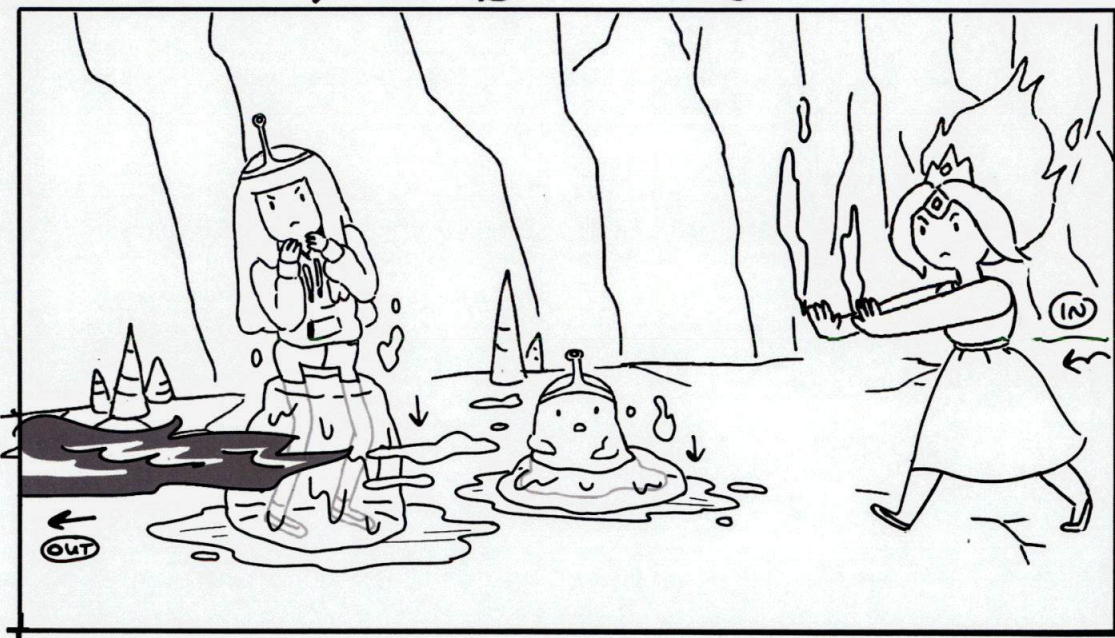


Page 270  
270A NEXT  
day night

Sc. 141 Pnl. A Bg. day night



Sc. 141 CONT Pnl. B Bg. day night



Dialog:

Sfx: + S S S S \*

Action: - FP'S FIRE MELTS ICE AROUND PB + SP.

Timing:

DEC 02 2015

1034-242  
EPISODE #  
1034/242  
Production:

1034/242

1034/242



# ADVENTURE TIME



Sc. 141 *cont* Pnl. C

Bg. <sup>out</sup>

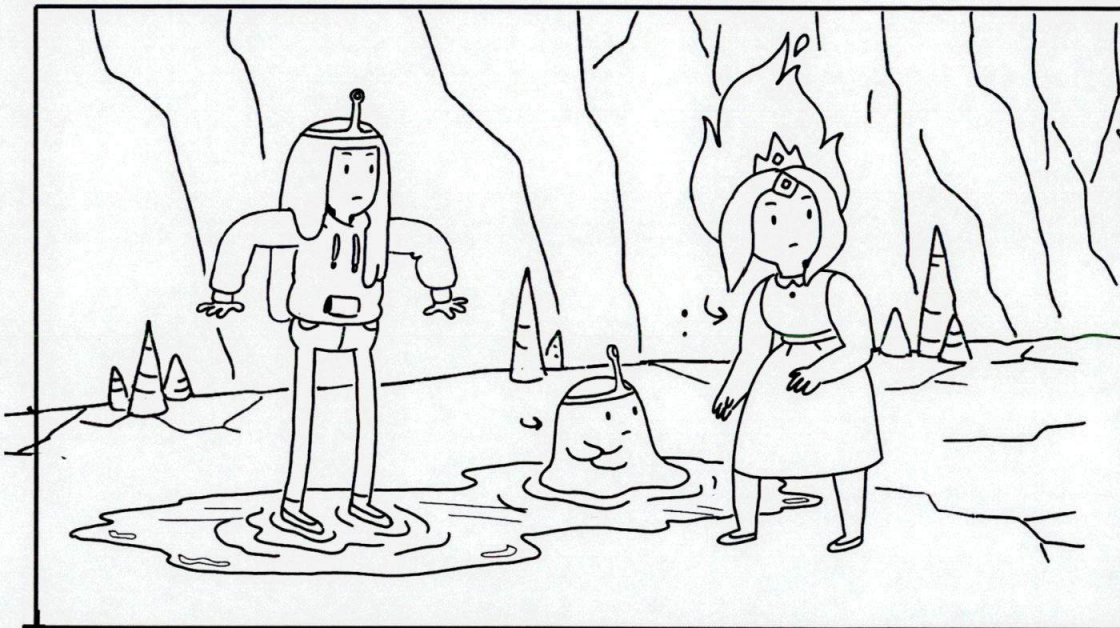
day night



Sc. 141 *cont* Pnl. D

Bg.

Page 270 A  
*27/next*  
day night



Dialog: P(o/s): What a -

P(o/s): surprise! *It's a.*

Action: - ICE FINISHES MELTING

Timing:

DEC 02 2015

1034-242

EPISODE #

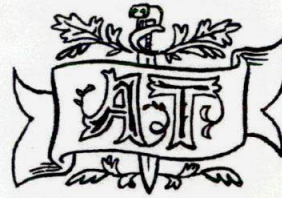
1034/242

Production:

1034/242

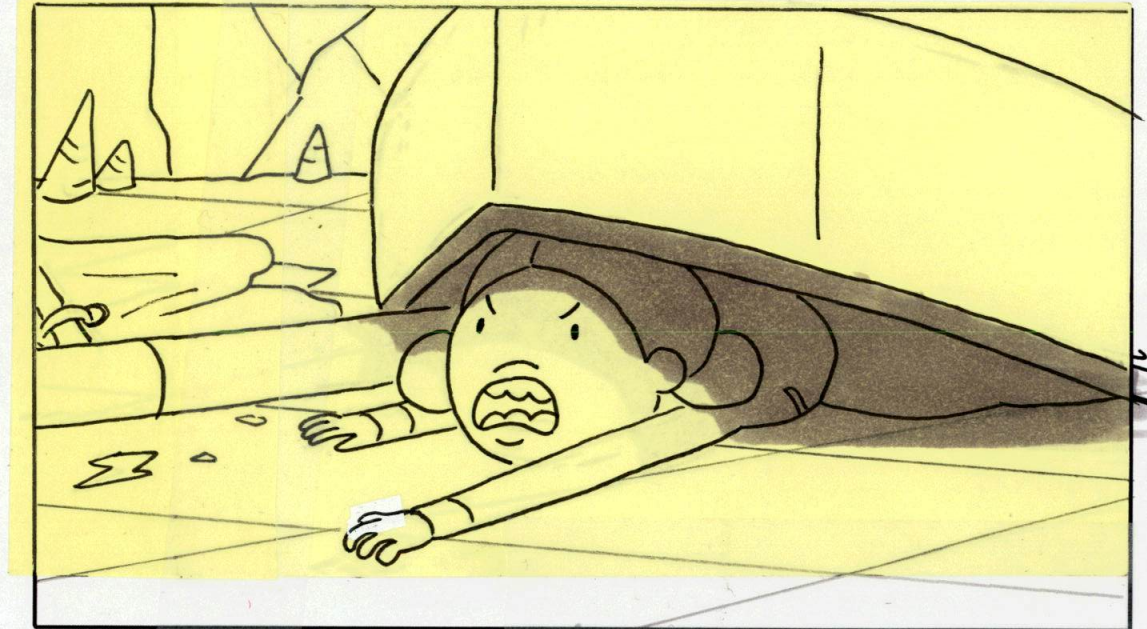
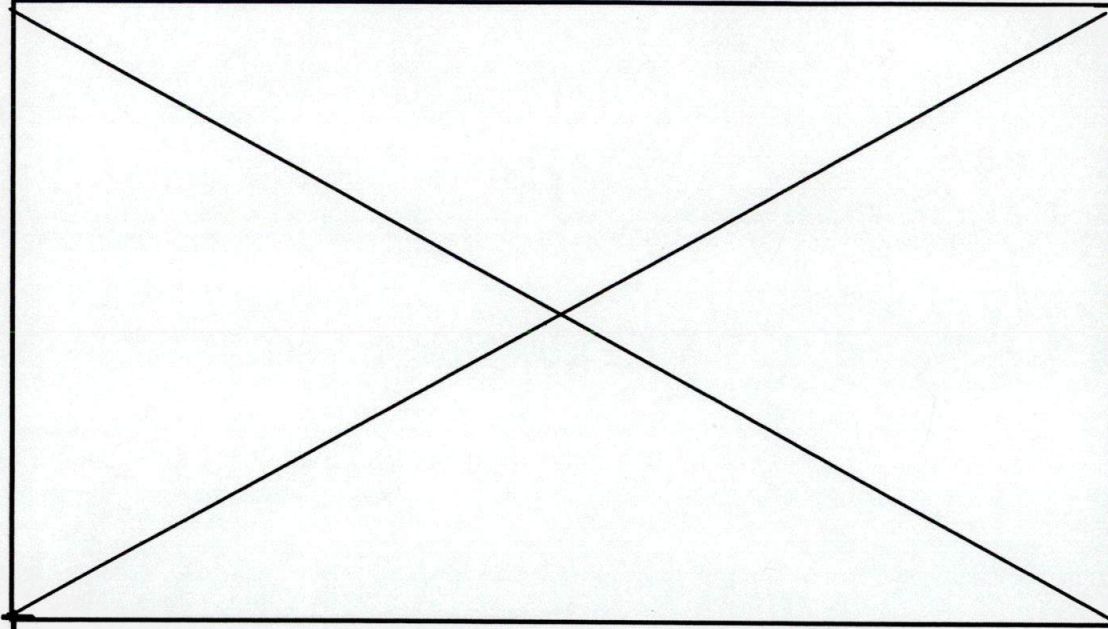


# ADVENTURE TIME



Page 271

Sc. Pnl. Bg. day night Sc. 142 Pnl. A Bg. day night



Dialog:

P/ it's a billion years  
later and you're  
still not cool.

Action:

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

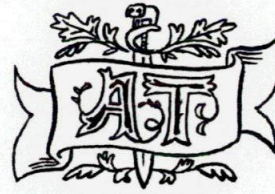
Production:

1034/242

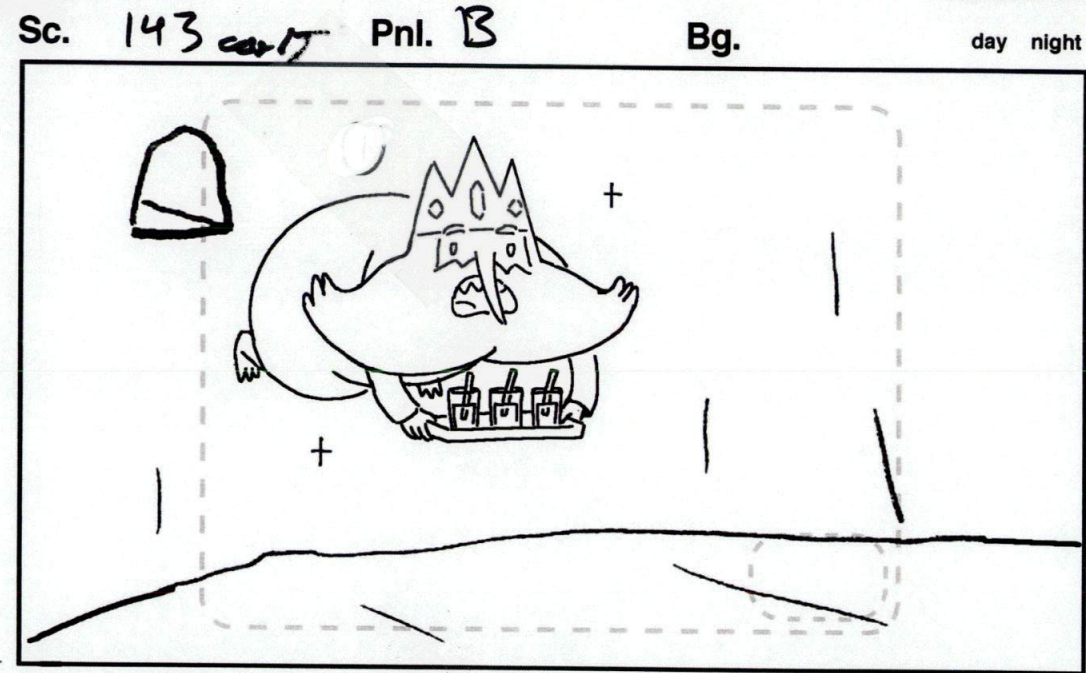
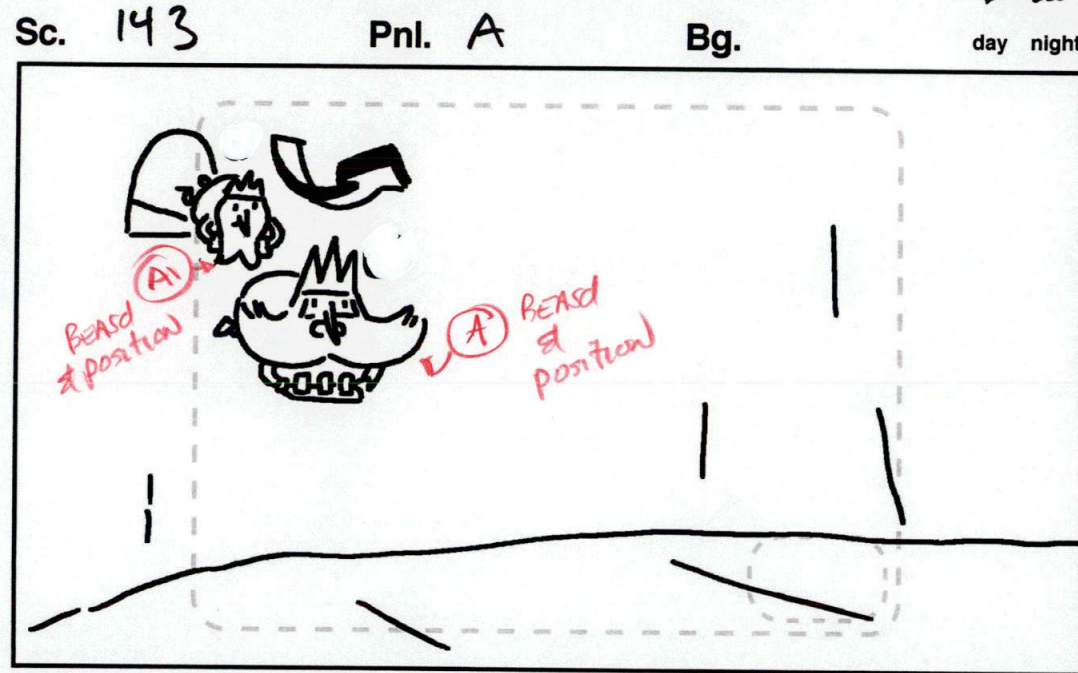


1034/242

# ADVENTURE TIME



Page 272



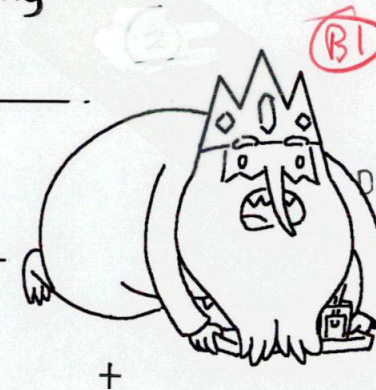
Dialog: IK / Ladies! Please --

Action: -IK FLIES FORWARD CARRYING DRINKS.

Timing:

IK / don't fight! there's enough Ice king to go around!

CYCLE



DEC 02 2015

EPISODE # 1034-242

1034/242

Production:

1034/242



# ADVENTURE TIME

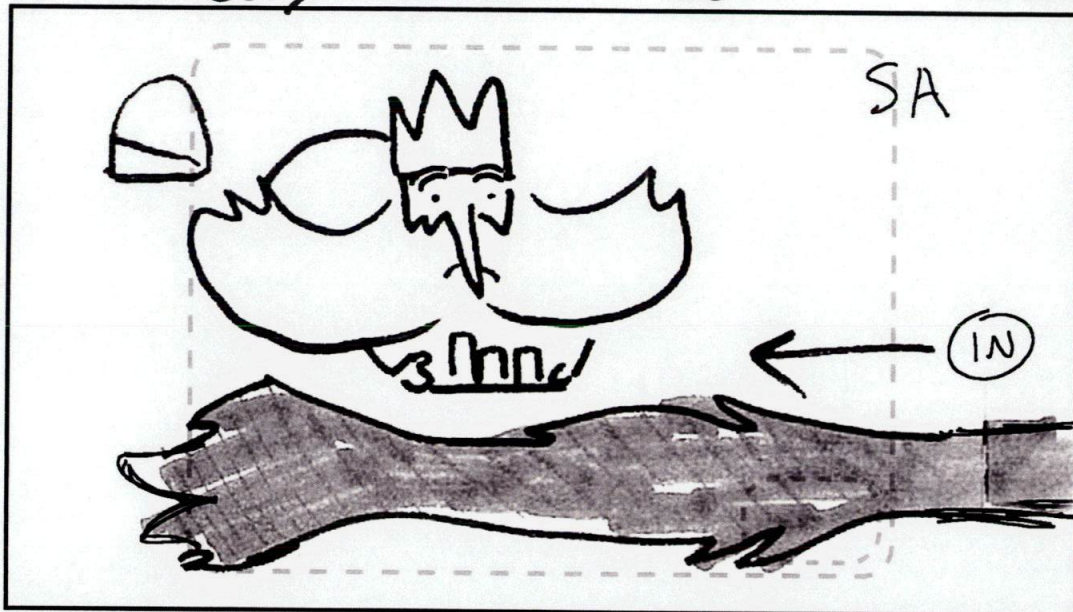


Page 273

Sc. 143 *cont* Pnl. C

Bg.

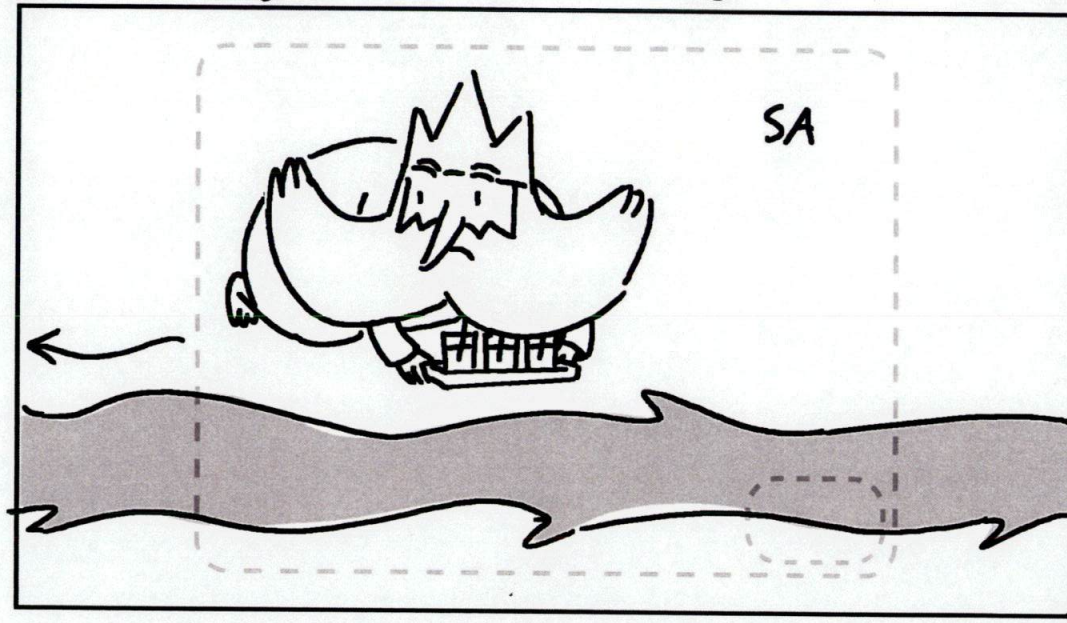
day night



Sc. 143 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

- FIRE BLASTS THROUGH SCREEN.

Timing:

DEC 02 2015

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EPISODE #

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Production:

1034/242



ADVENTURE TIME



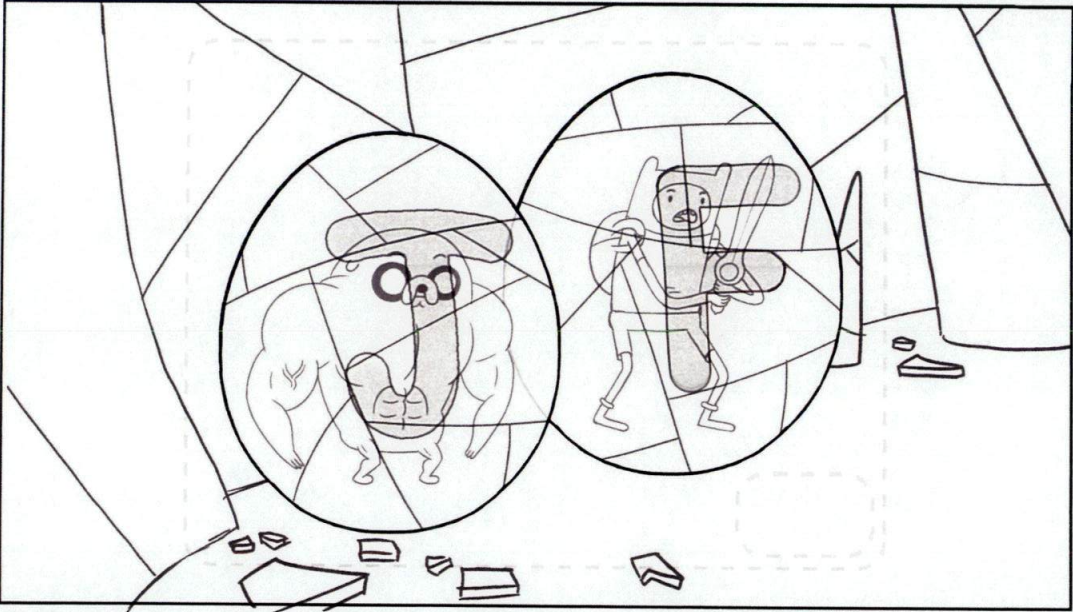
Page 274

Sc. 144

Pnl. A

Bg.

day night

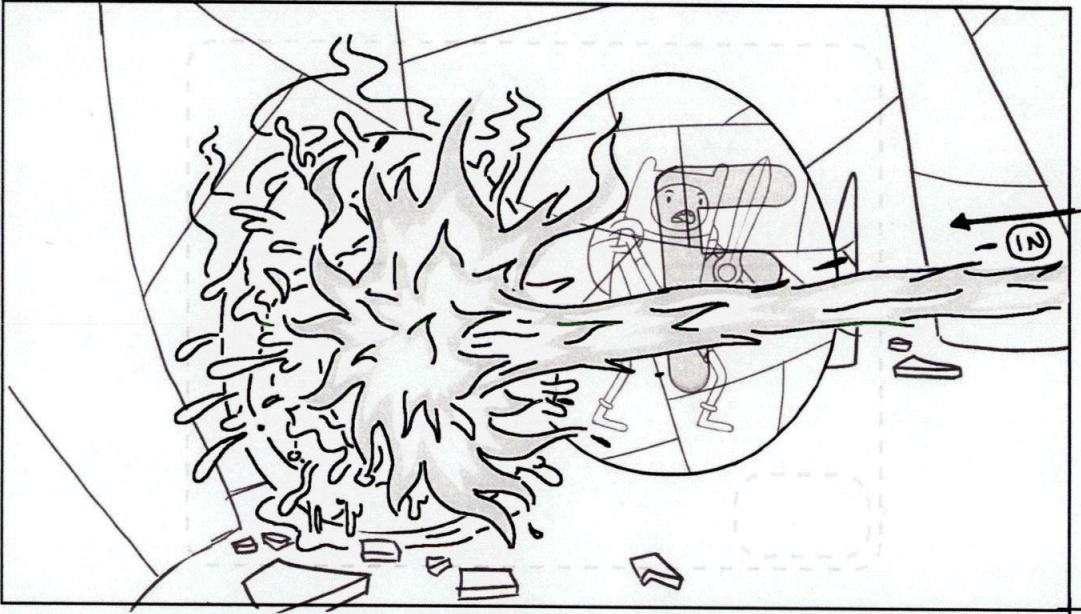


Sc. 144 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action:

F.P.(o.s.) SHOOTs FIRE TO MELT/FREE  
F+J FROM ICE EGGS.

Timing:

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Production:

1034/242

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1034/242



# ADVENTURE TIME



Page 275

Sc. 144 cont Pnl. C

Bg.

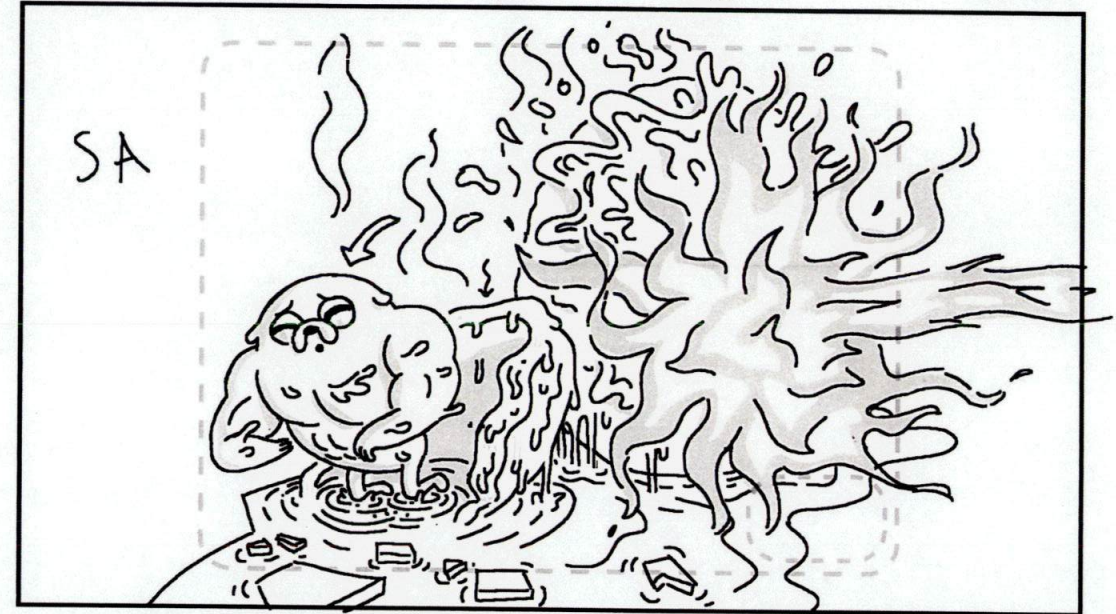
day night



Sc. 144 cont Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

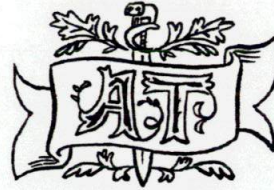
1034/242



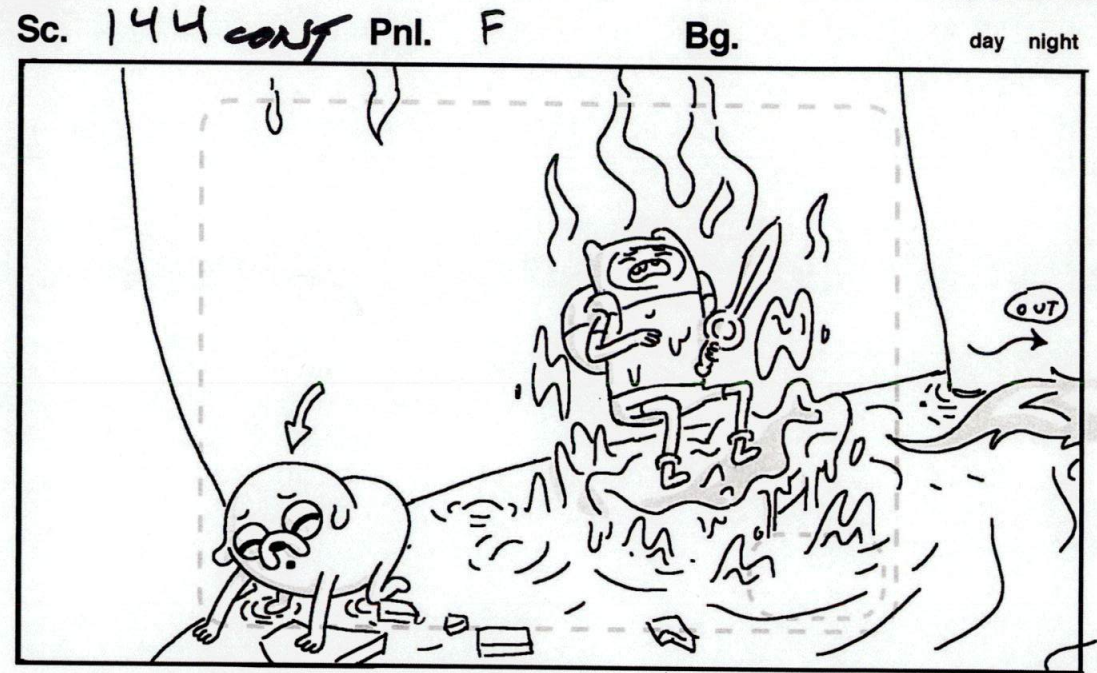
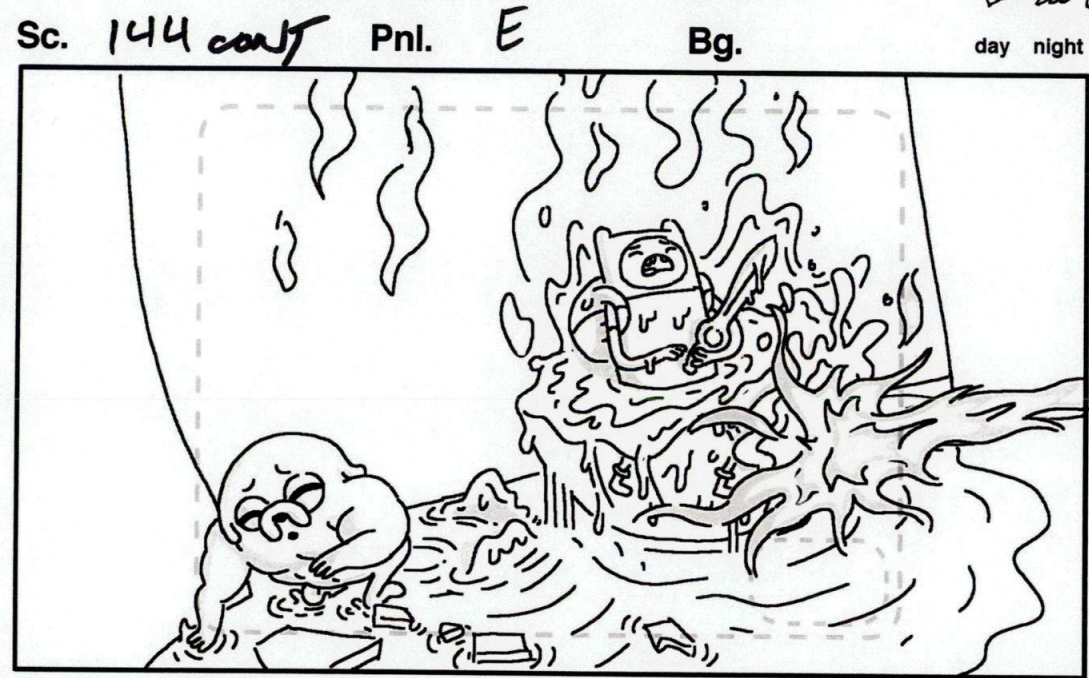
1034/242

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# ADVENTURE TIME



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Dialog:
Action:
Timing:

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EPISODE #

Production:

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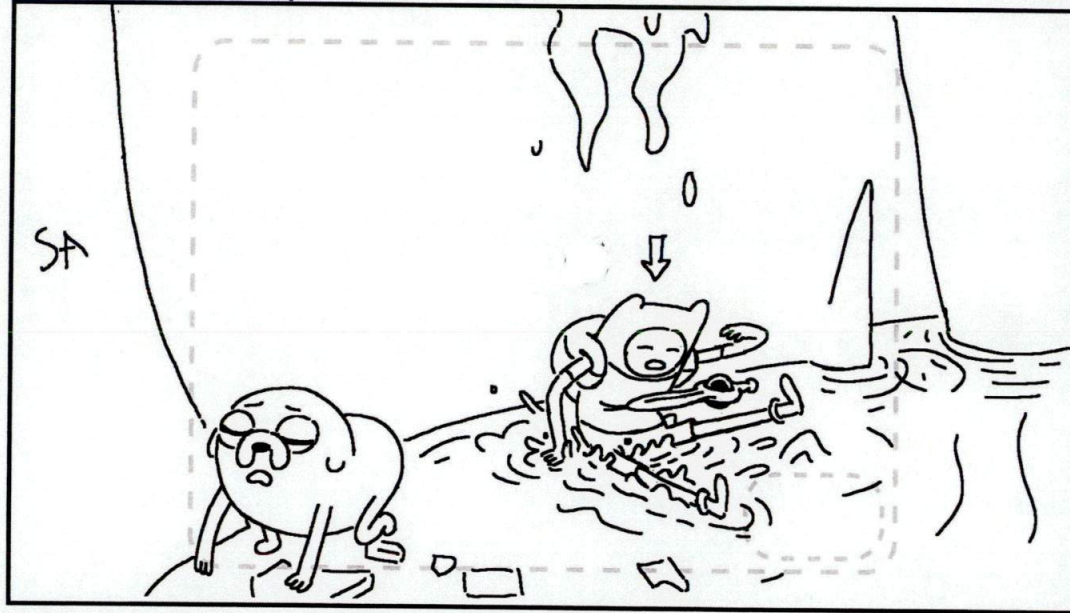


# ADVENTURE TIME

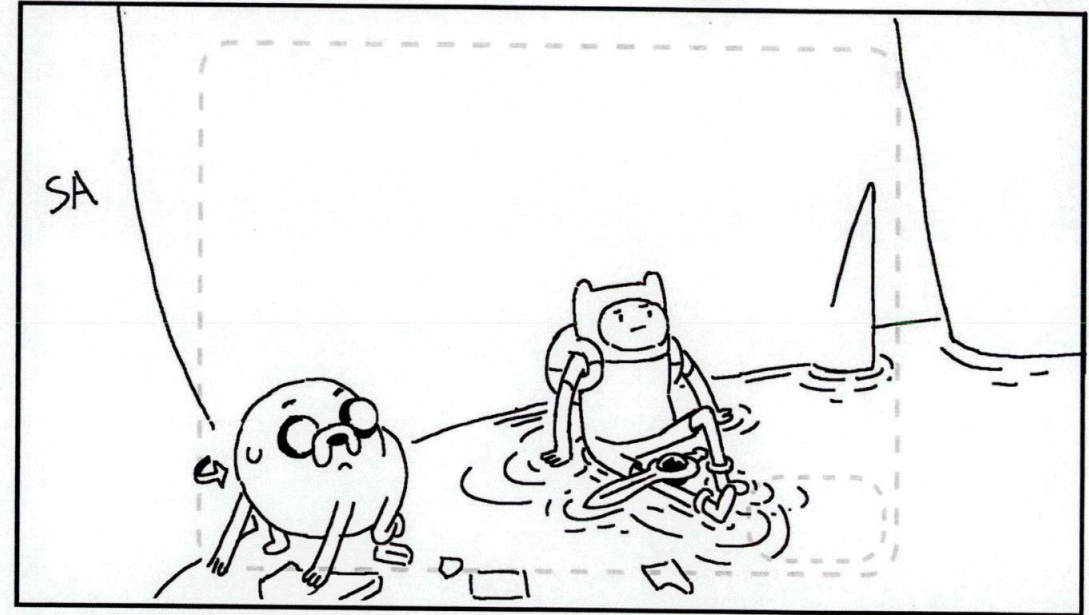


Page 277

Sc. 144 *cont* Pnl. G Bg. day night



Sc. 144 *cont* Pnl. H Bg. day night



Dialog:

F+J: (GROANING)

P:(os) YOU DUMMIES...

Action:



Timing:

DEC 02 2015

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EPISODE #

Production:

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# ADVENTURE TIME



Page 278

Sc. 145

Pnl. A

Bg.

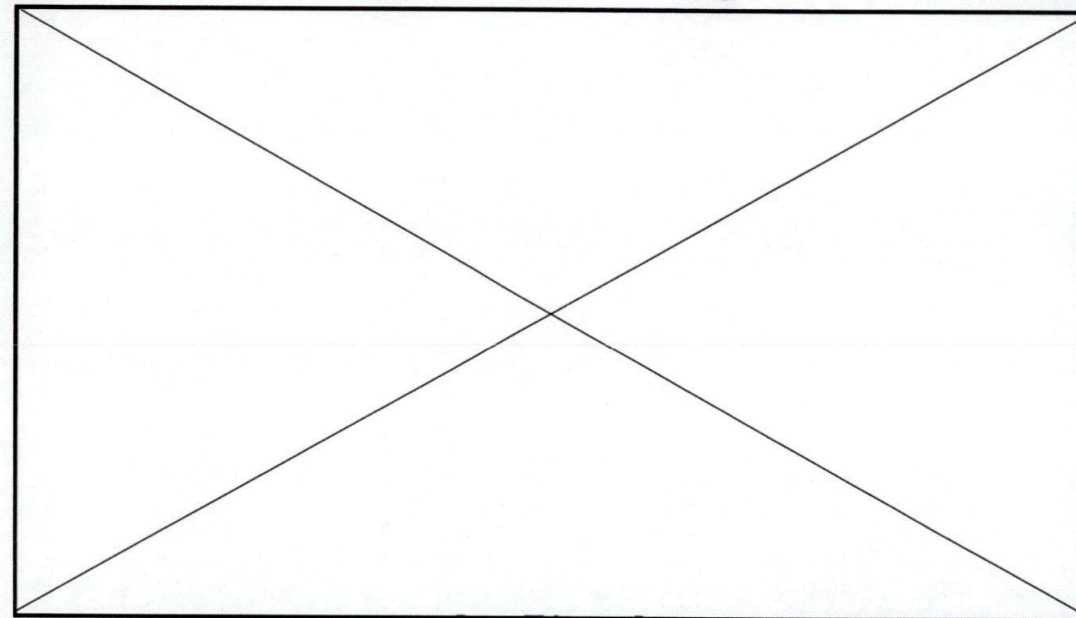
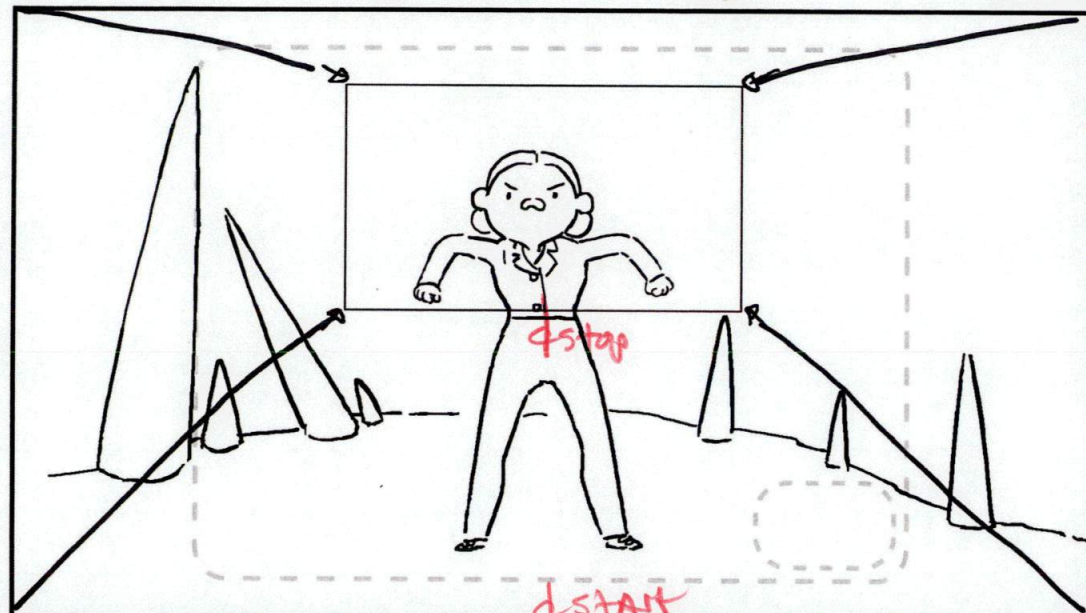
day night

Sc.

Pnl.

Bg.

day night



Dialog:

P / I'm done  
hiding out..

Action:

- TRUCK IN ON PATIENCE.

Timing:

DEC 02 2015

1034/242

EPISODE #

1034/242

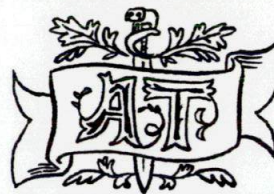
Production:

1034/242



1034/242

# ADVENTURE TIME



Page 279

Sc. 145 cont Pnl. C Bg.

day night



Sc. 145 cont Pnl. D Bg.

day night



Dialog: P/ everybody out there is

P/ gonna know me soon..

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME

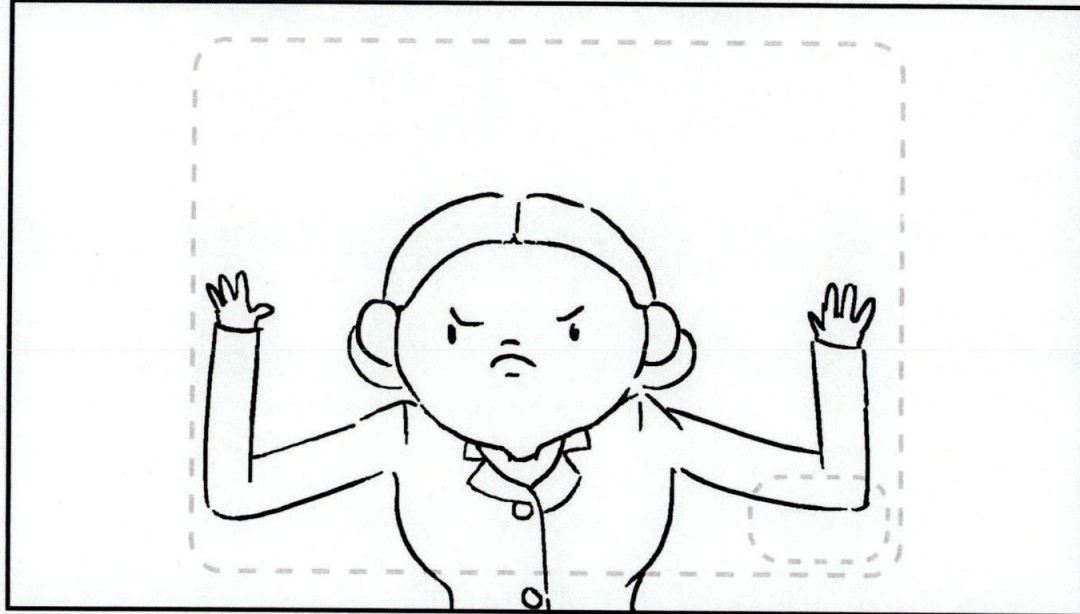


Page 280

Sc. 145 cont Pnl. E

Bg.

day night



Sc. 145 cont Pnl. F

Bg.

day night



Dialog:

Action:

<scary  
sound>

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242



1034/242

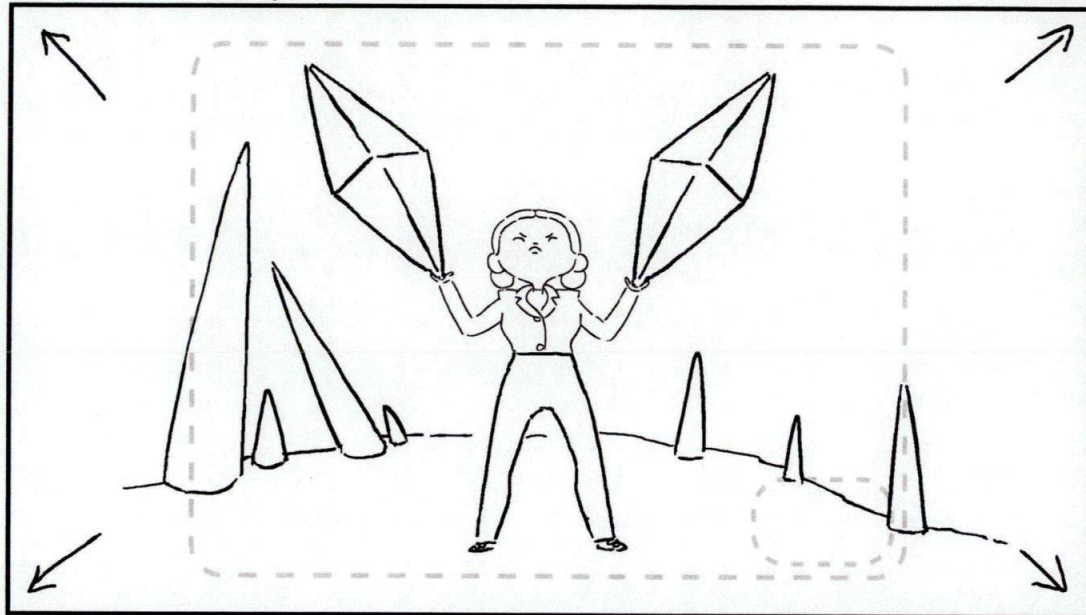
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# ADVENTURE TIME

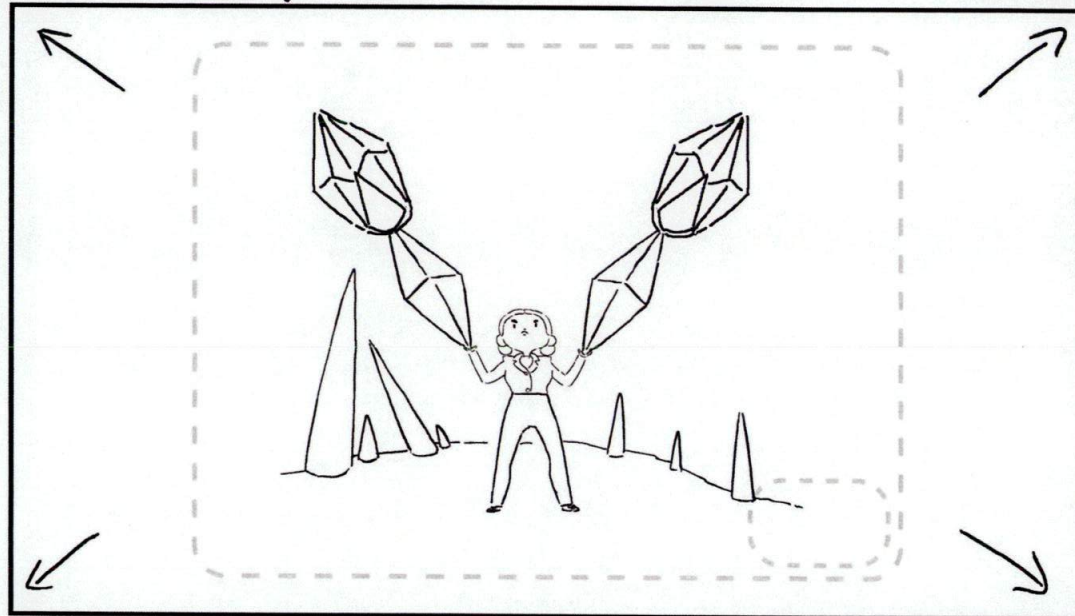


Page 281

Sc. 145 CONT Pnl. 6 Bg. day night



Sc. 145 CONT Pnl. H Bg. day night



Dialog:

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

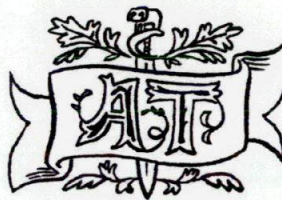
1034/242

Production:

1034/242



# ADVENTURE TIME

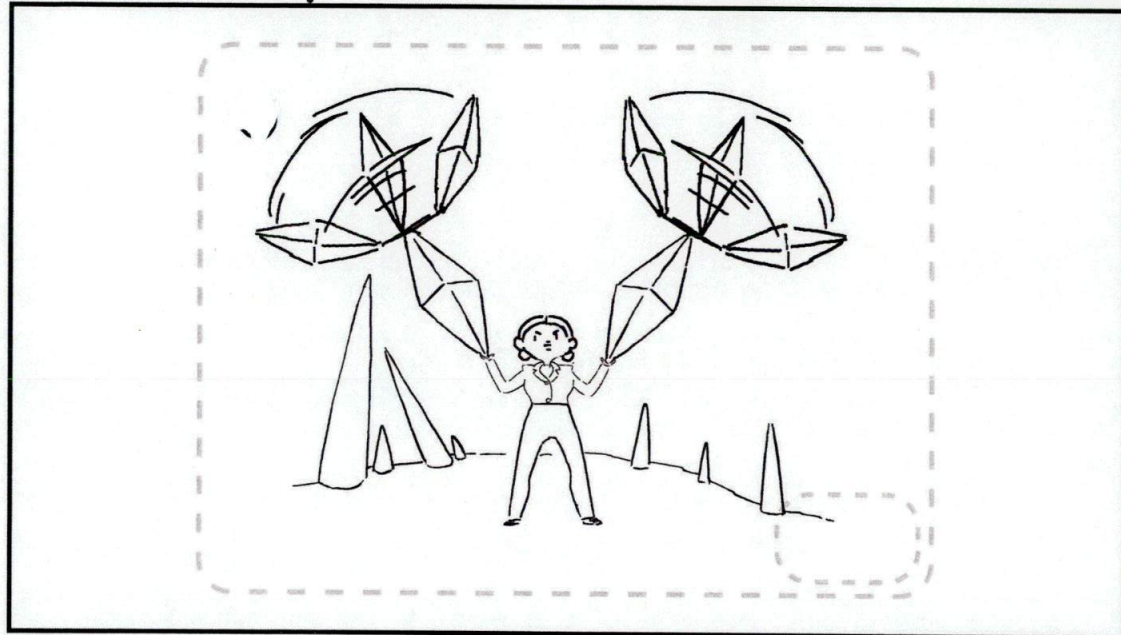


Page **282**

Sc. **145** *cont* Pnl. **I**

Bg.

day night

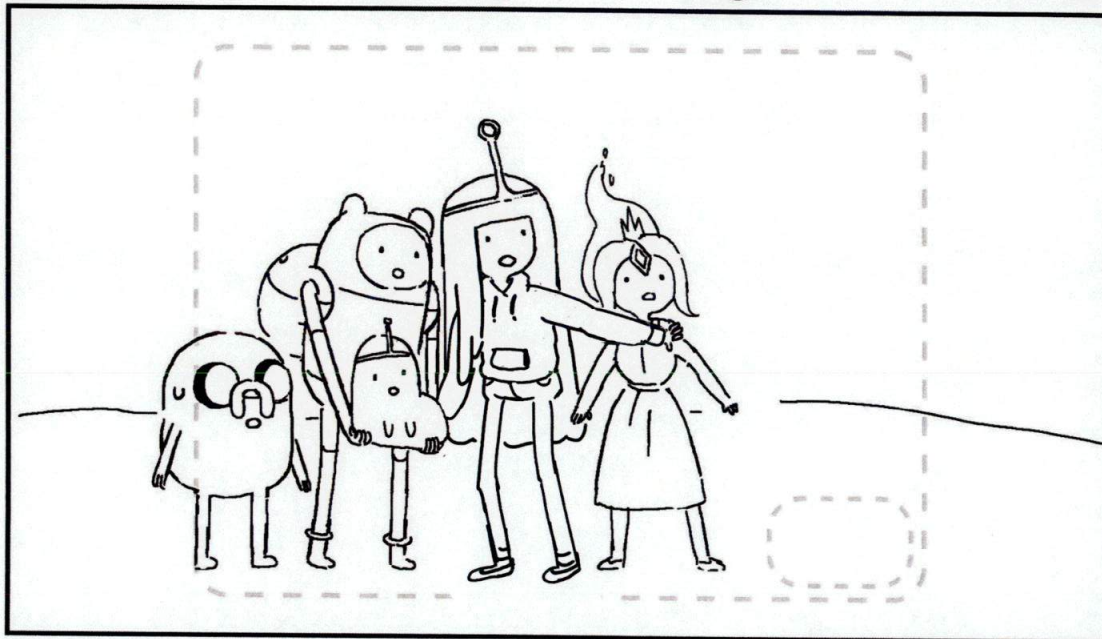


Sc. **146**

Pnl. **A**

Bg.

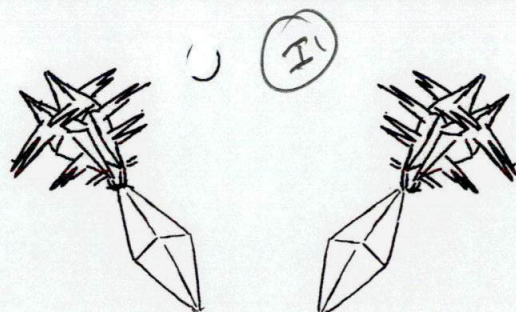
day night



Dialog:

Sfx: \* VRRRRR! \*

Action:



- PATIENCE FORMS IMPRESSIVE  
SPINNING BLADES

Timing:

DEC 02 2015

EPISODE # **1034-242**

Production:

**1034/242**

**1034/242**

**1034/242**



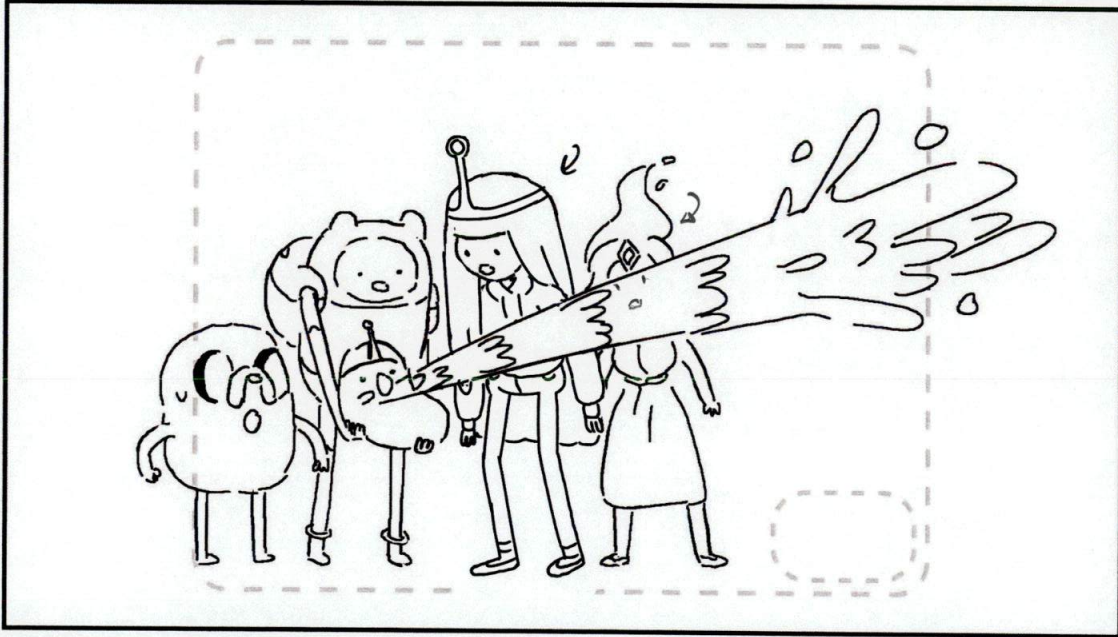
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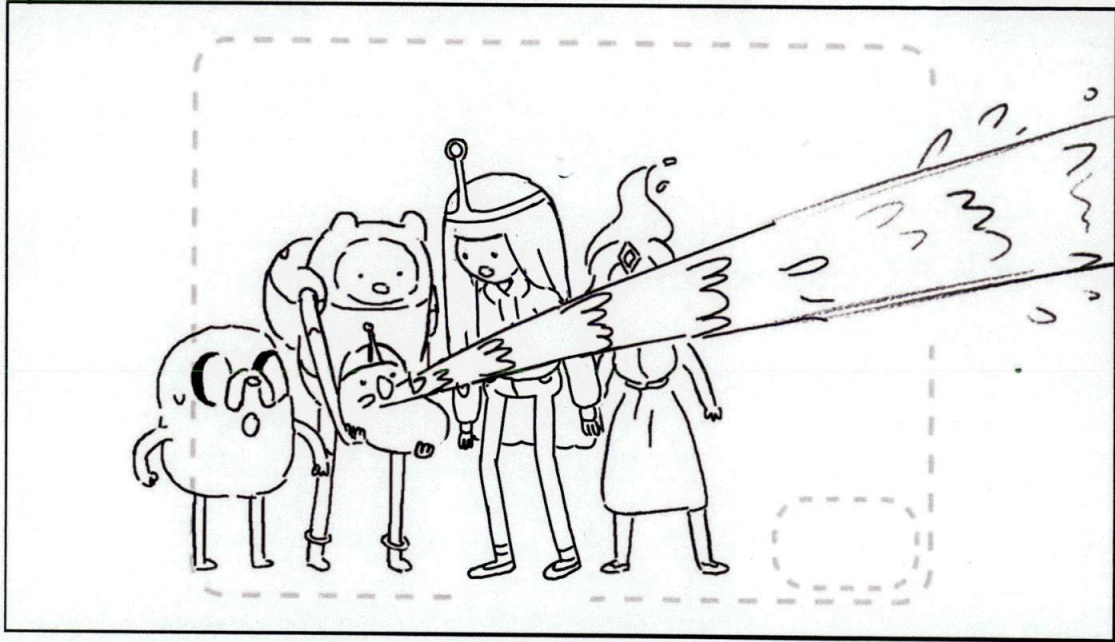
# ADVENTURE TIME



Sc. 146 *cont* Pnl. B Bg. day night



Sc. 146 *cont* Pnl. C Bg. day night



Dialog:	2. <u>SP</u> / Ahhhh!
Action:	3. splatat- atatat! - SP FIRES SLIME OFF/S.
Timing:	

DEC 02 2015

Page 283  
*2034 cont*  
day night

EPISODE # 1034-242

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Production:

1034/242



# ADVENTURE TIME



Page 283A  
204 NEXT

Sc. Pnl. Bg. day night

Sc. 147 Pnl. A Bg.

Dialog:

Action:

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME



Sc. 147 CONT Pnl. B

Bg.

day night



Sc. 147 CONT Pnl. C

Bg.

Page 284

204A NEW

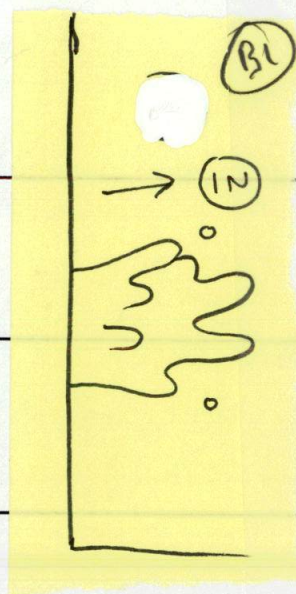


Dialog:

Action:

Timing:

Sfx: Splatatatat!



P: UHNNN

- P'S SLIME-COVERED BLADES  
SLUMP TO GROUND TRAPPING HER.

DEC 02 2010

EPISODE # 1034-242

Production:

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ADVENTURE TIME



Sc. 147 *CONT*

Pnl. D

Bg.

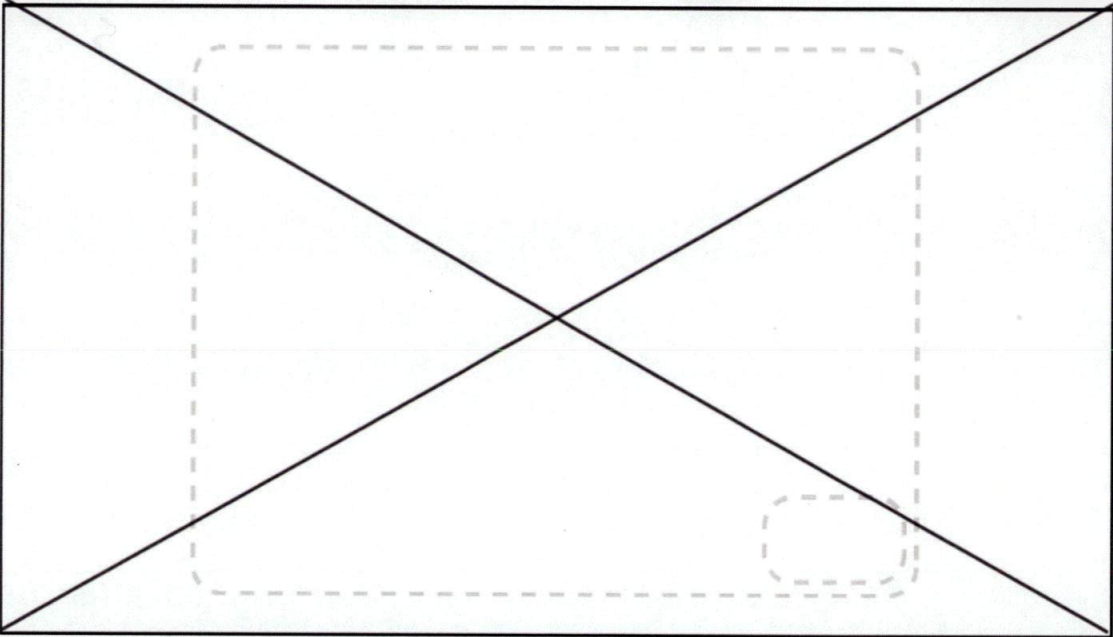
day night



Sc.

Pnl.

Bg.



Page 284A  
*205 NEXT*  
day night

Dialog:
Action:
Timing:

DEC 02 2015

EPISODE #

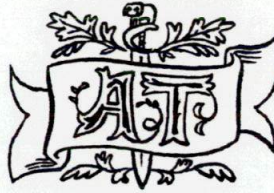
1034/242

Production :

1034/242

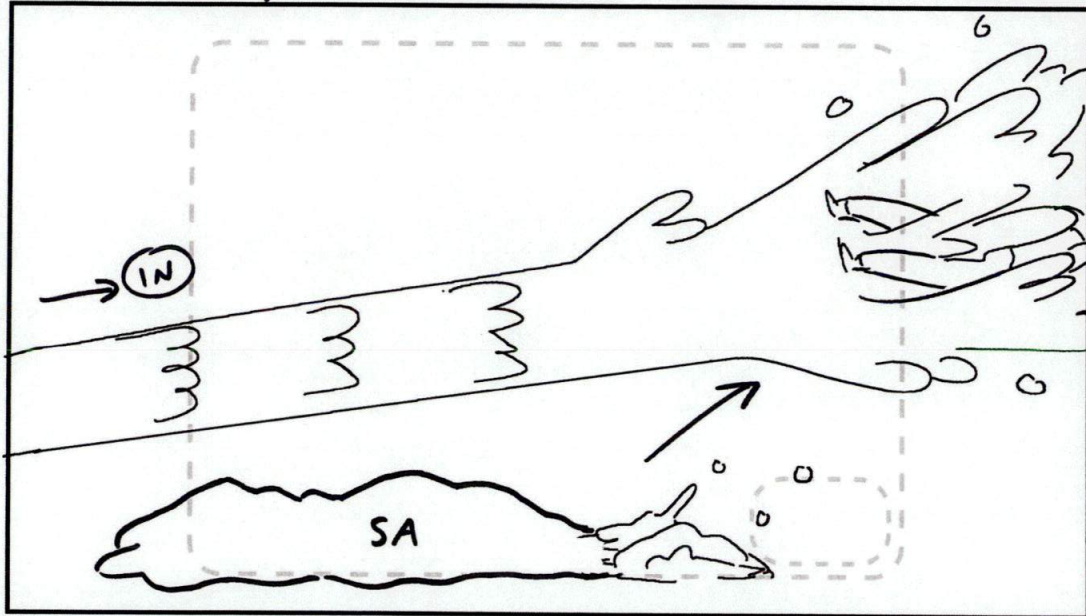


# ADVENTURE TIME

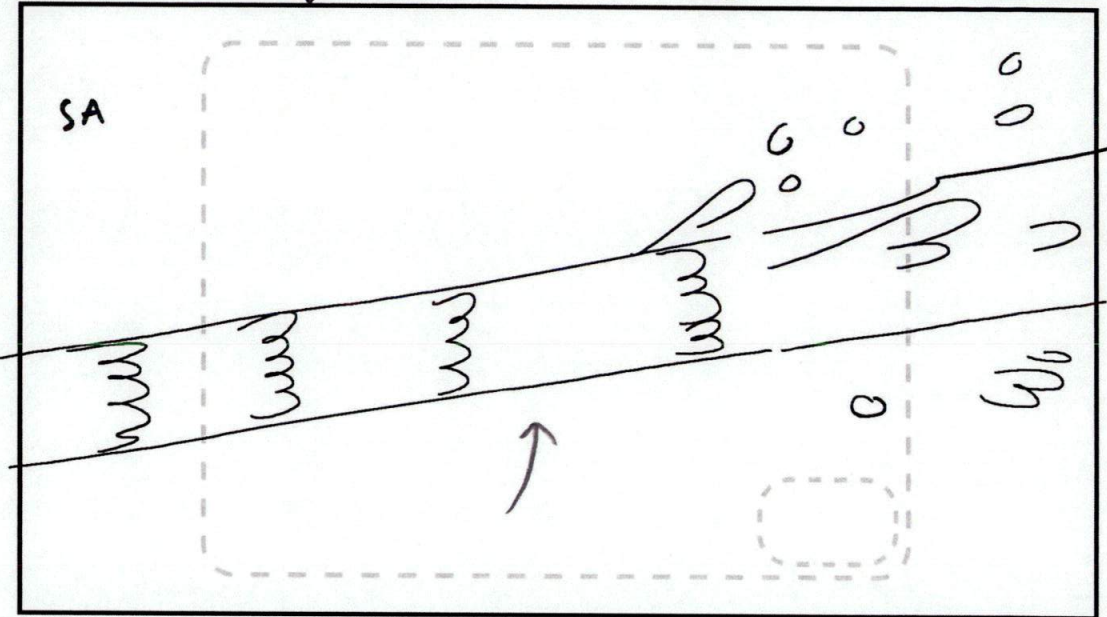


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Sc. 147 *cont* Pnl. E Bg. day night



Sc. 147 *cont* Pnl. F Bg. day night



Dialog:

*SFX: \* SPLTTT! \**

Action:

*- ANOTHER SLIME BLAST KNOCKS PATIENCE OFF/S.*

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

1034/242

1034/242

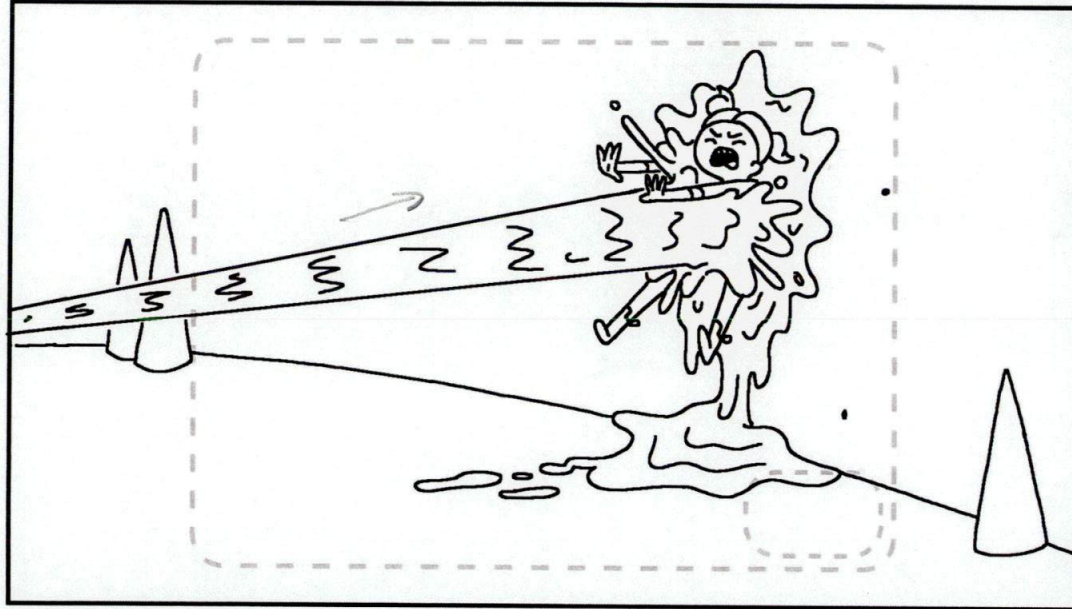


# ADVENTURE TIME

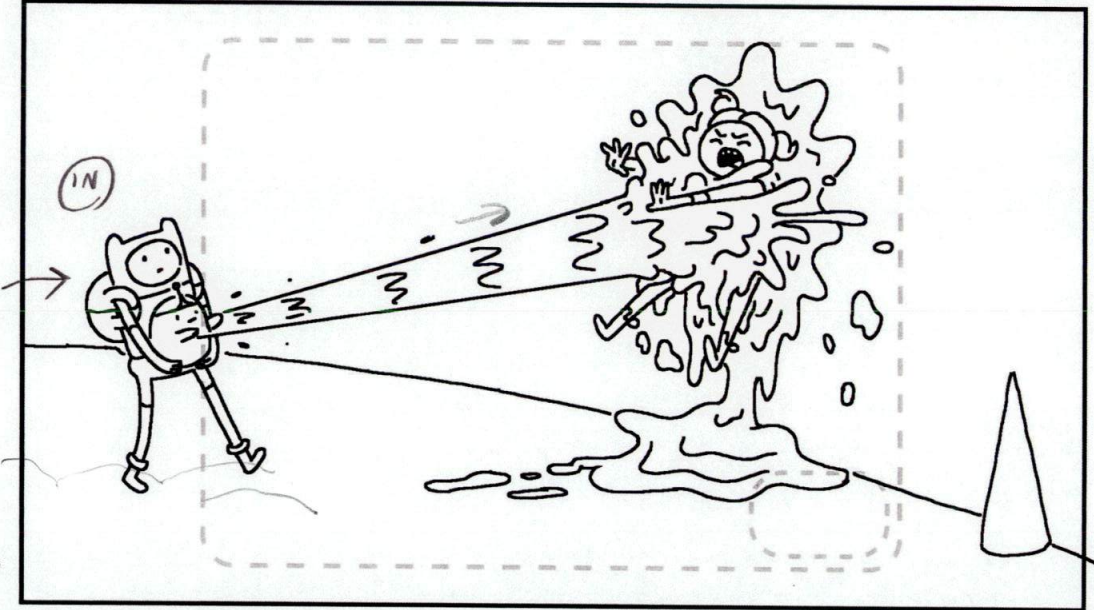


Page 286

Sc. 148 Pnl. A Bg. day night



Sc. 148 *cont* Pnl. B Bg. day night



Dialog: P/ Ahhhhhh!

SFX: + SPT SPT SPT! \*

Action: -PATIENCE IS PLASTERED AGAINST WALL.

- F + SP WALK ON/S.

DEC 02 2013

Timing:

EPISODE # 1034-242

Production:

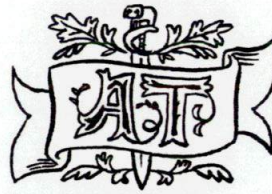
1034/242

1034/242

1034/242



# ADVENTURE TIME

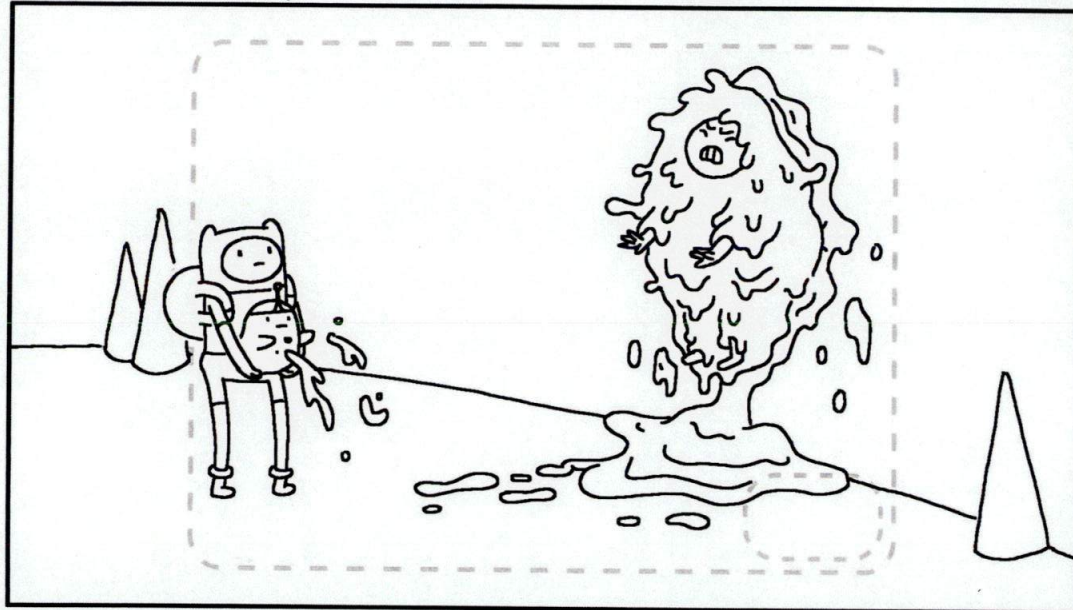


Page 287

Sc. 148 *cont* Pnl. C

Bg.

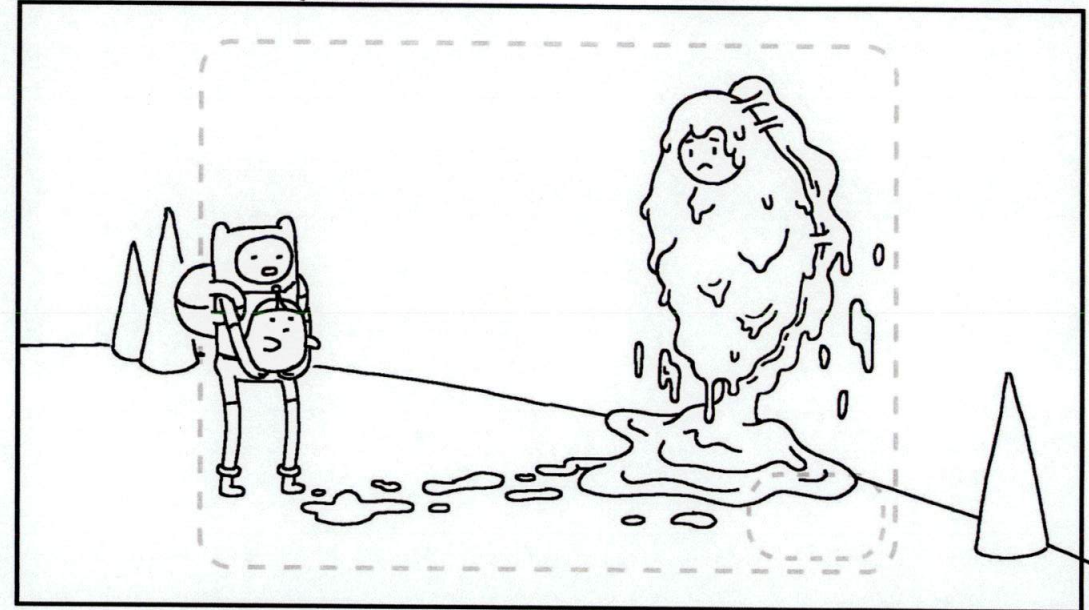
day night



Sc. 148 *cont* Pnl. D

Bg.

day night



Dialog:

F: GOOD JOB, SP.

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242



# ADVENTURE TIME



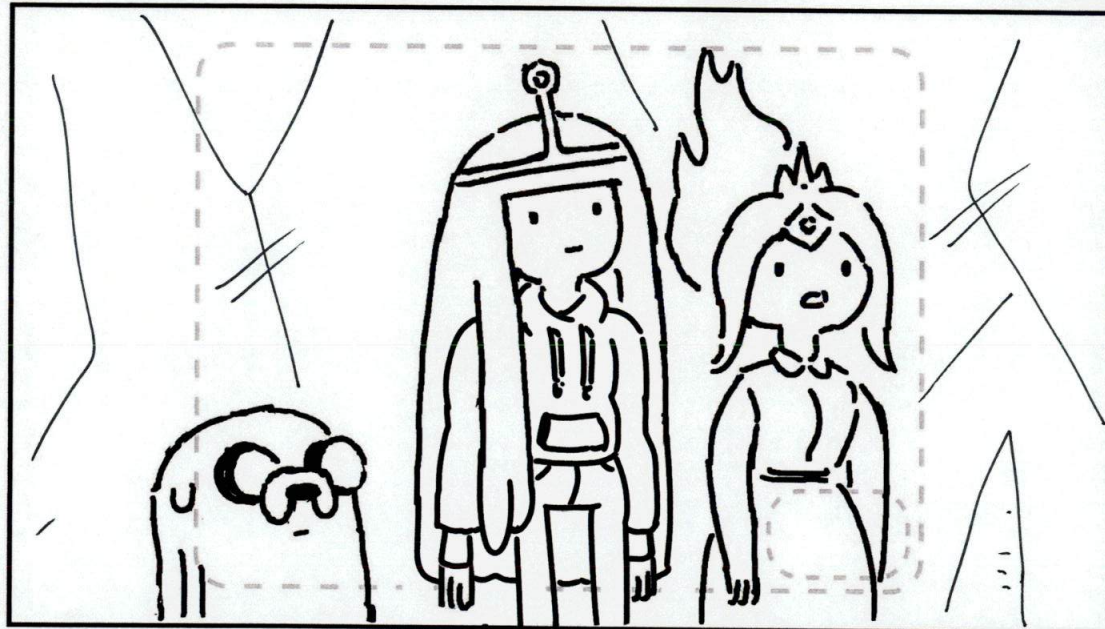
Page 288

Sc. 149

Pnl. A

Bg.

day night

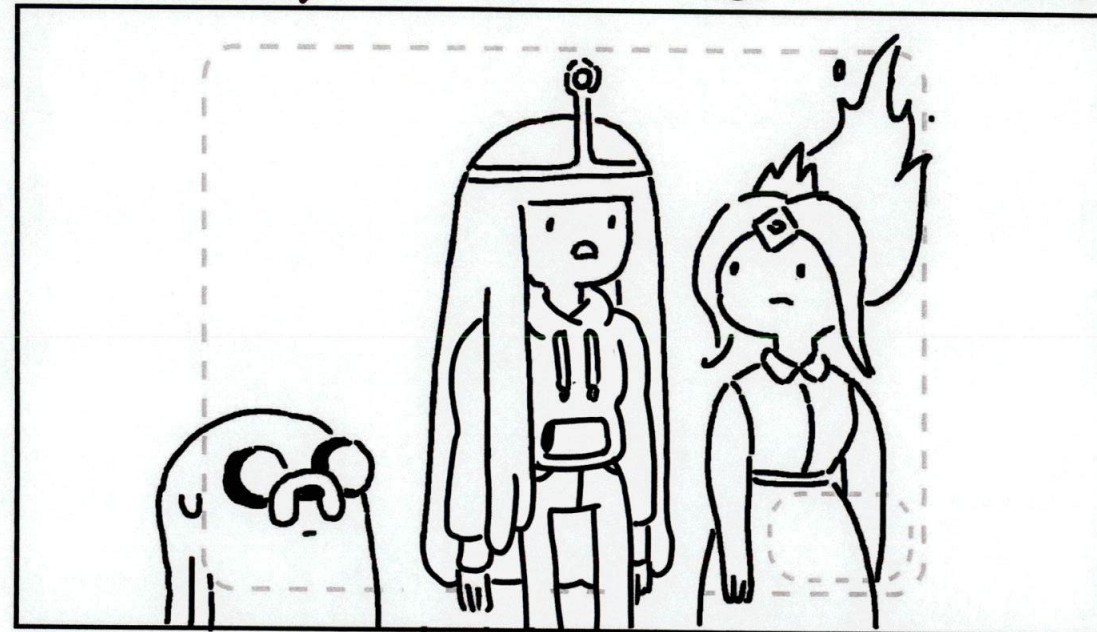


Sc. 149 cont

Pnl. B

Bg.

day night



Dialog:

FP: WOOF

PB: Let's get out of here...

Action:

Timing:

DEC 02 2015

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EPISODE #

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Production:

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# ADVENTURE TIME

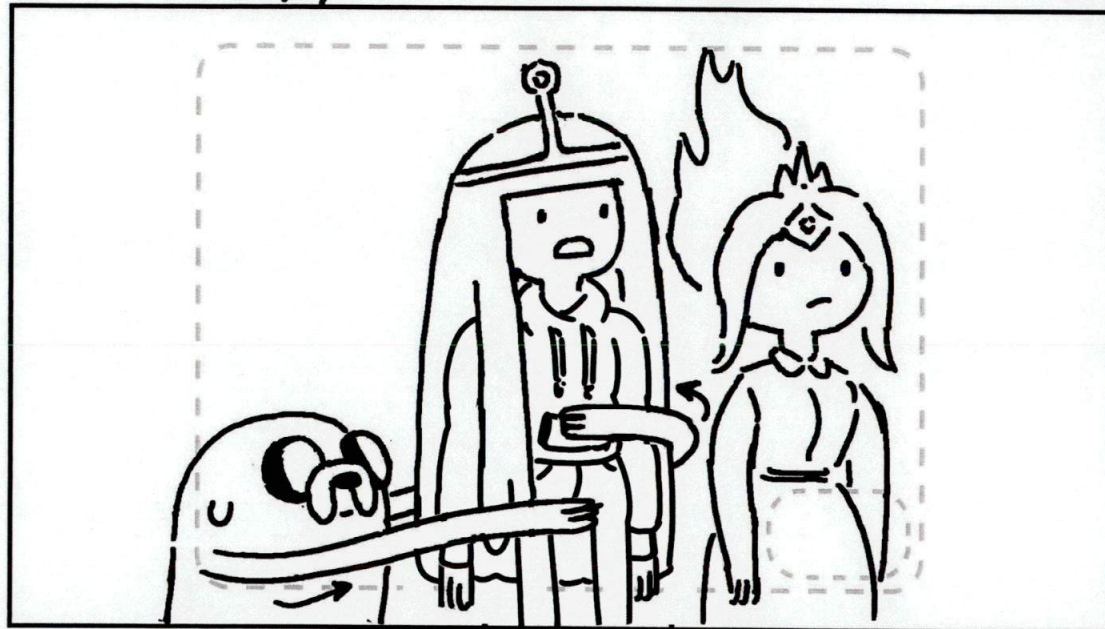


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Sc. 149 CONT Pnl. C

Bg.

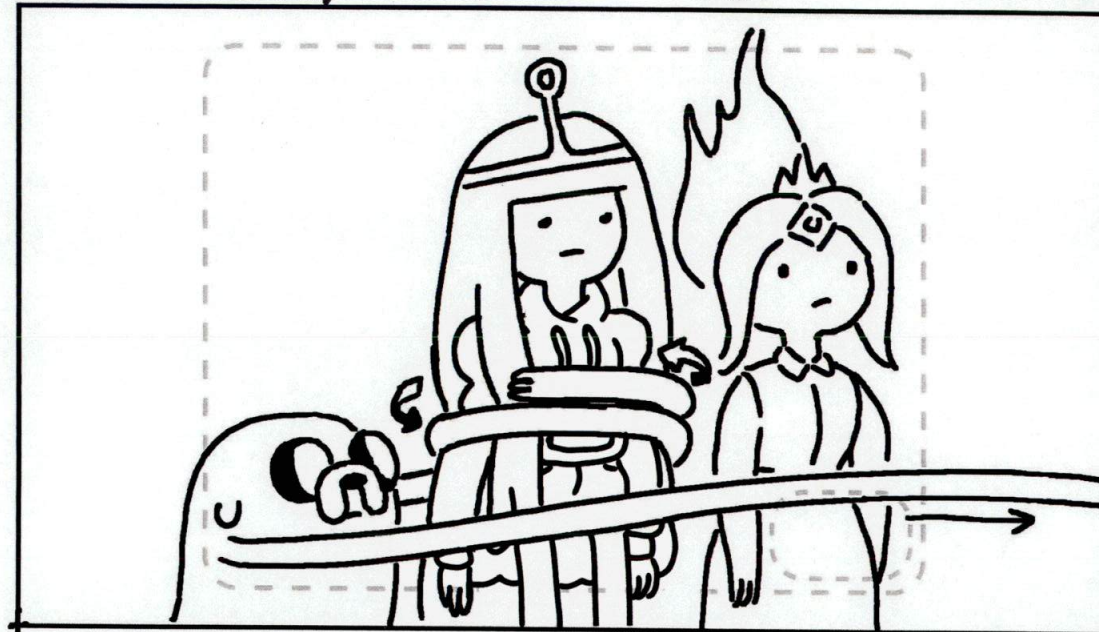
day night



Sc. 149 CONT Pnl. D

Bg.

day night



Dialog:

PB: She's not going to...

PB

Any where for a while

Action:

(Jake stretches)

Timing:

DEC 02 2015

EPISODE # 1034-242  
1034/242

Production:

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# ADVENTURE TIME



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Sc. 150

Pnl. A

Bg.

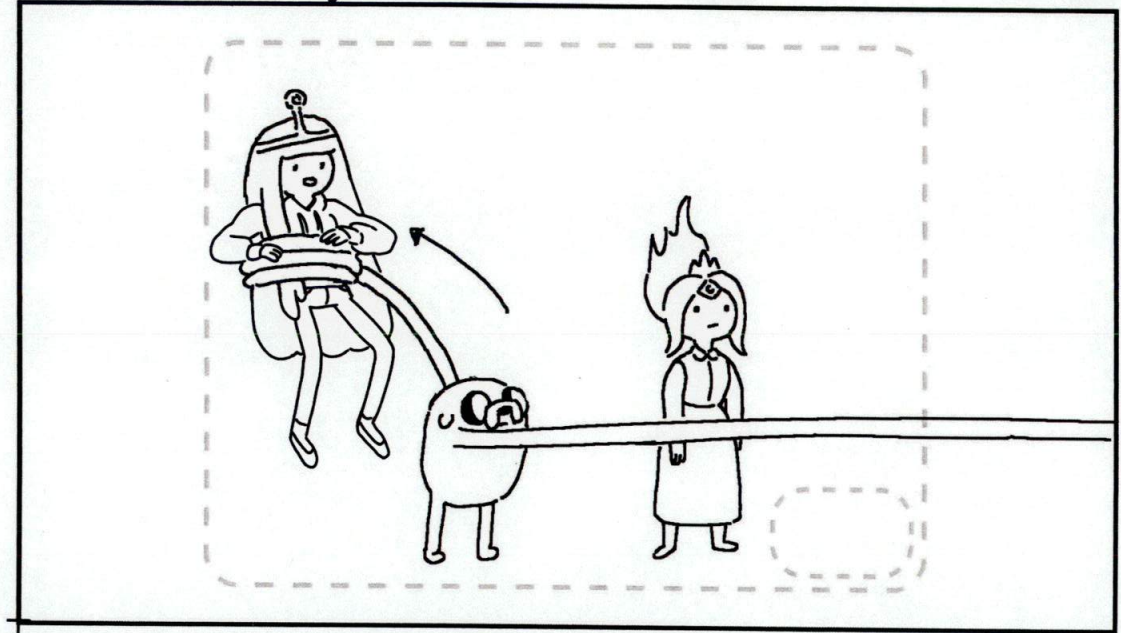
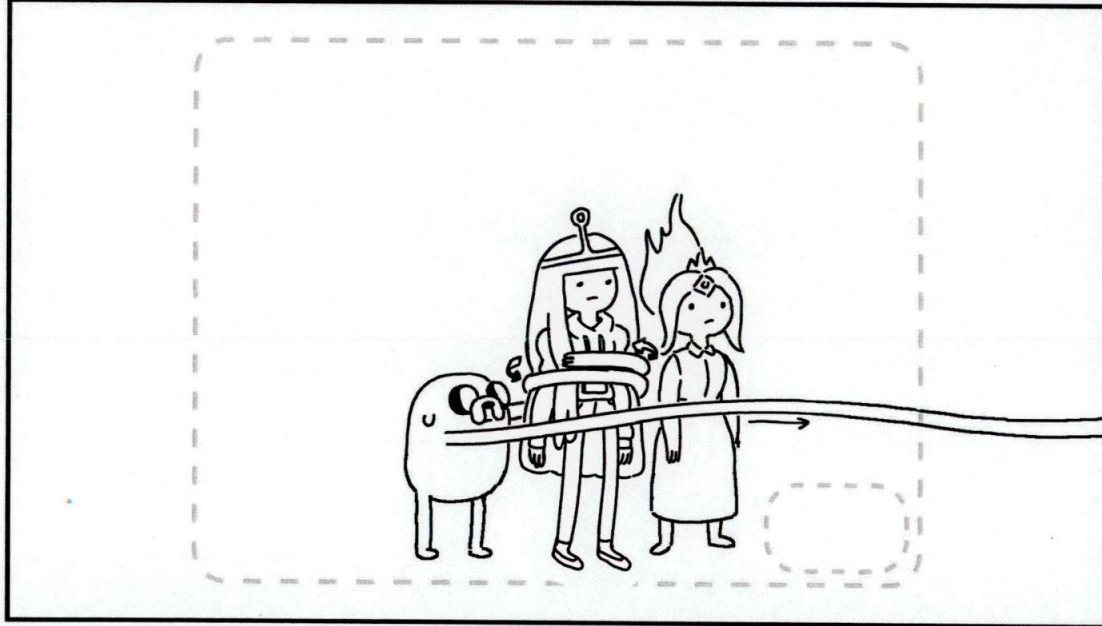
day night

Sc. 150 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

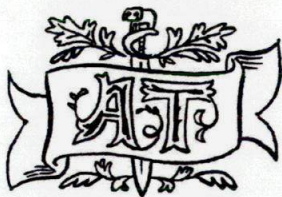
EPISODE #  
1034/242

Production:

1034/242



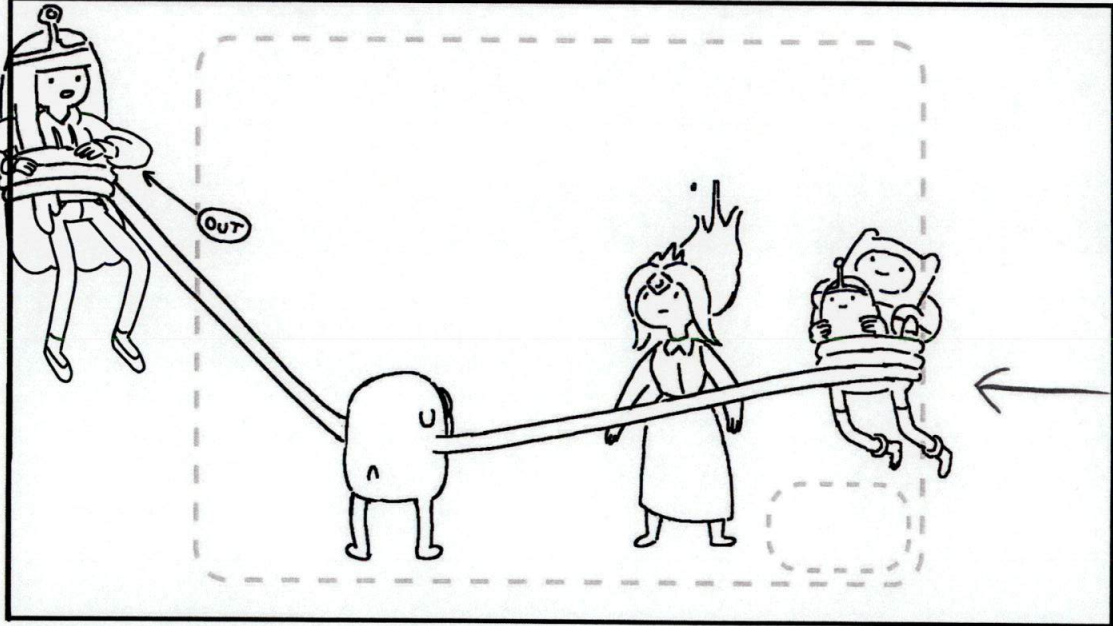
# ADVENTURE TIME



Sc. 150 *cont* Pnl. C

Bg.

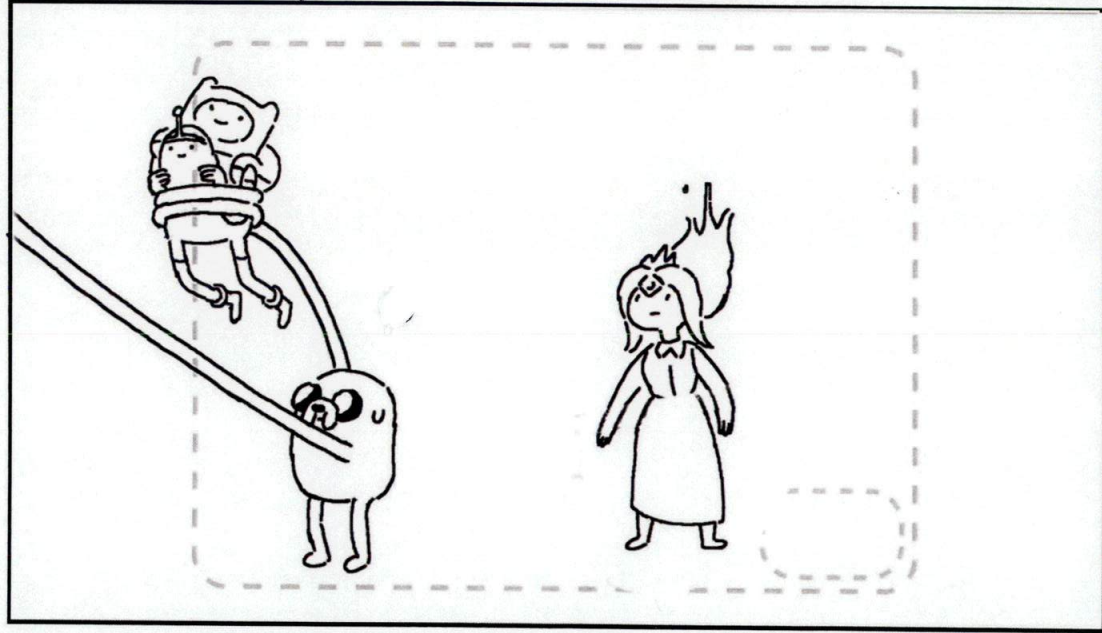
day night



Sc. 150 *cont* Pnl. D

Bg.

day night

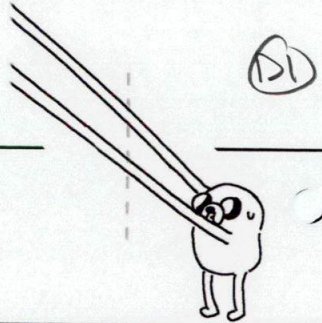


Dialog:

Action:

- J. PULLS F + SP ON/S.

Timing:



DEC 02 2011

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Production:



# ADVENTURE TIME



Page **292**  
**292A NEXT**  
day night

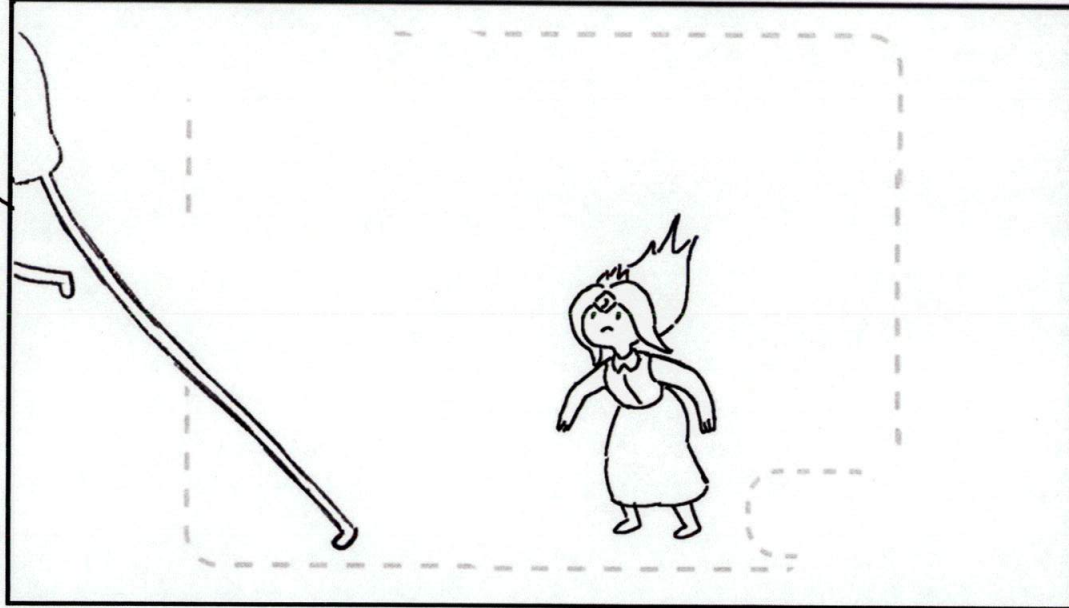
Sc. 150 *CONT* Pnl. E

Bg.

day night

Sc. 150 *CONT* Pnl. F

Bg.

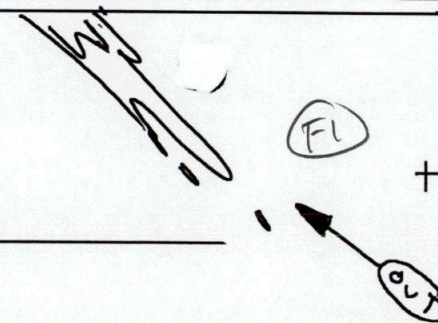


Dialog:

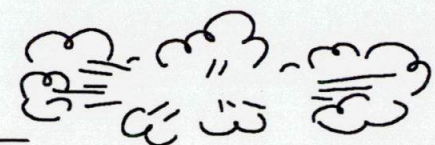
Action:

- FP TURNS INTO  
FIREBOLT AND ZOOMS OFF/S.

Timing:



DEC 02 2015



EPISODE # 1034-242

1034/242

Production:

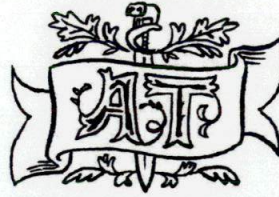
1034/242



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# ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc. 151

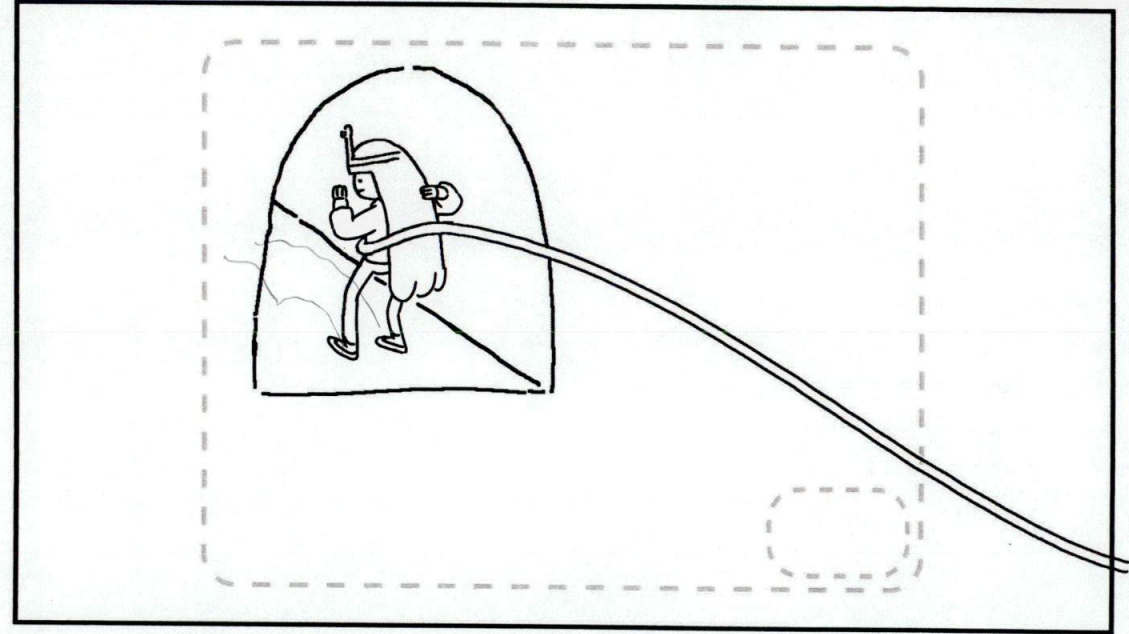
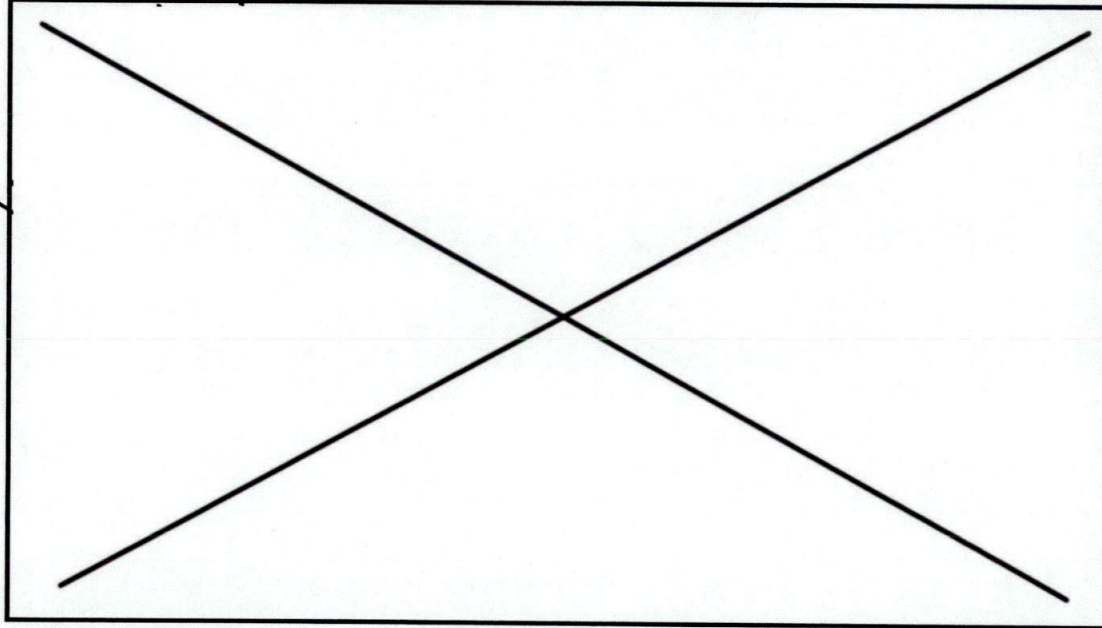
Pnl. A

Bg.

Page

292A  
293 NEXT

day night



Dialog:

Action:

Timing:

DEC 02 2015

EPISODE # 1034-242

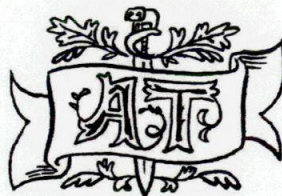
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Production:

1034/242

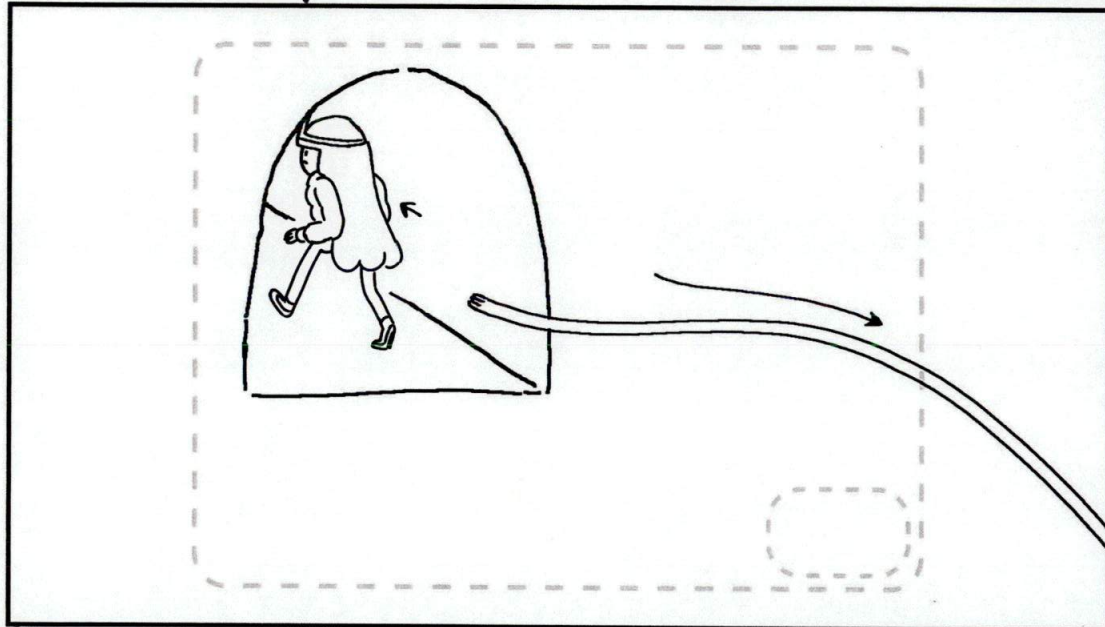


# ADVENTURE TIME

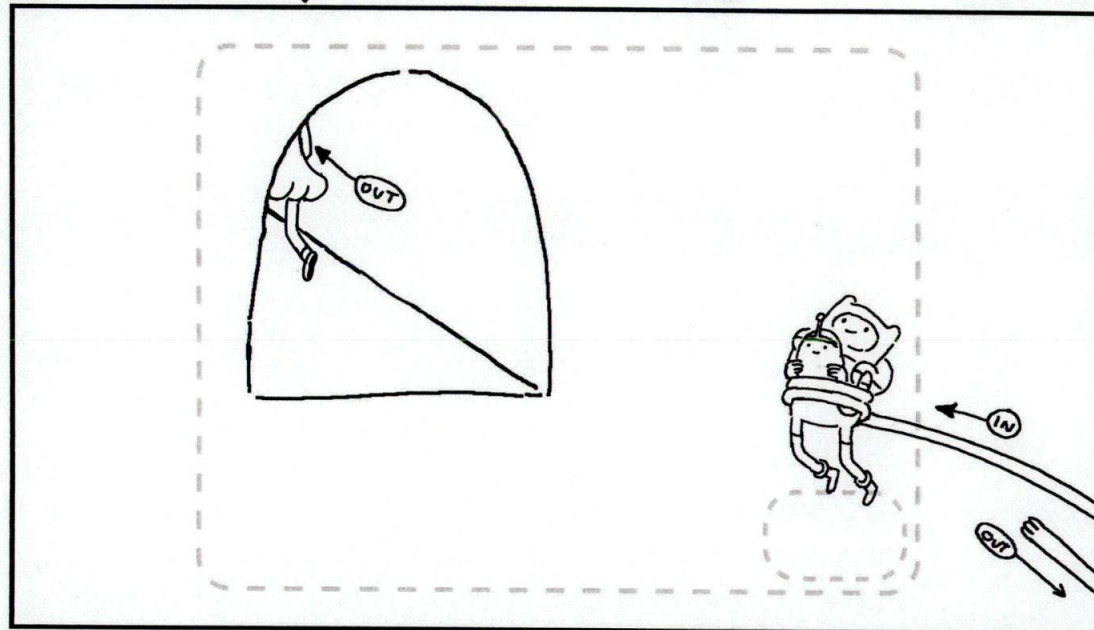


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Sc. 151 CONT Pnl. B Bg. day night



Sc. 151 CONT Pnl. C Bg. day night



Dialog:

Action:

Timing:

DEC 02 2015

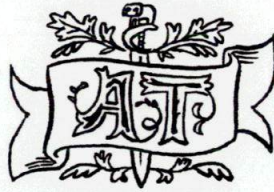
EPISODE # 1034-242  
1034/242

Production:

1034/242

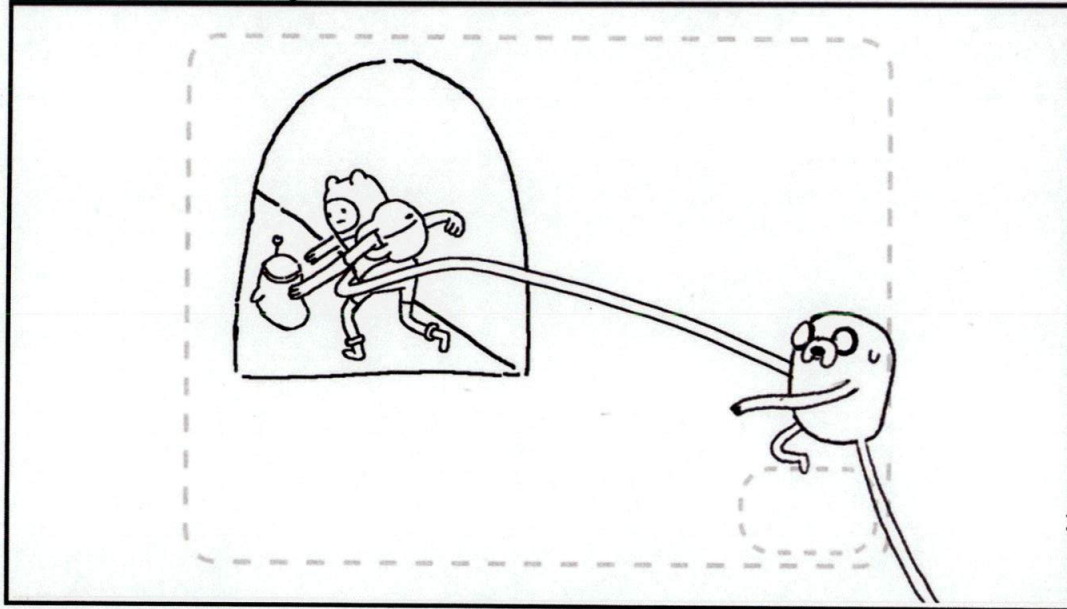


# ADVENTURE TIME

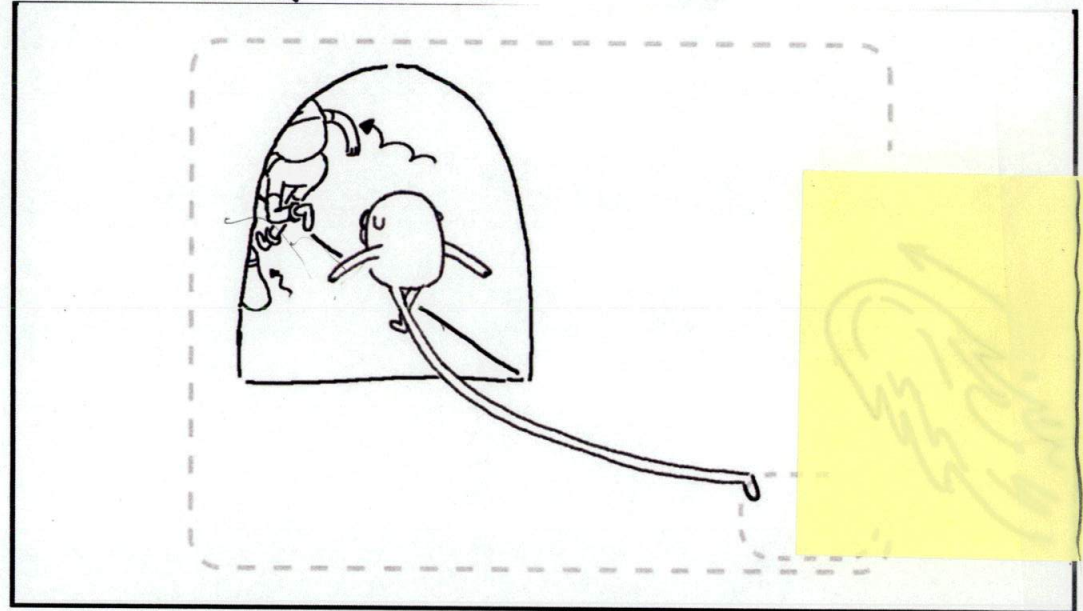


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Sc. 151 cont Pnl. D Bg. day night



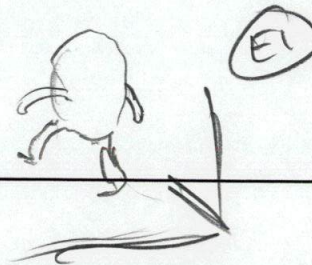
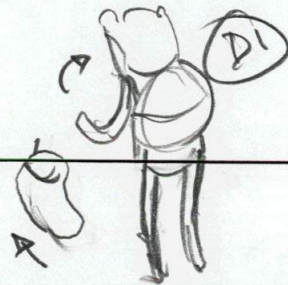
Sc. 151 cont Pnl. E Bg. day night



Dialog:

Action:

Timing:



DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242

1034/242



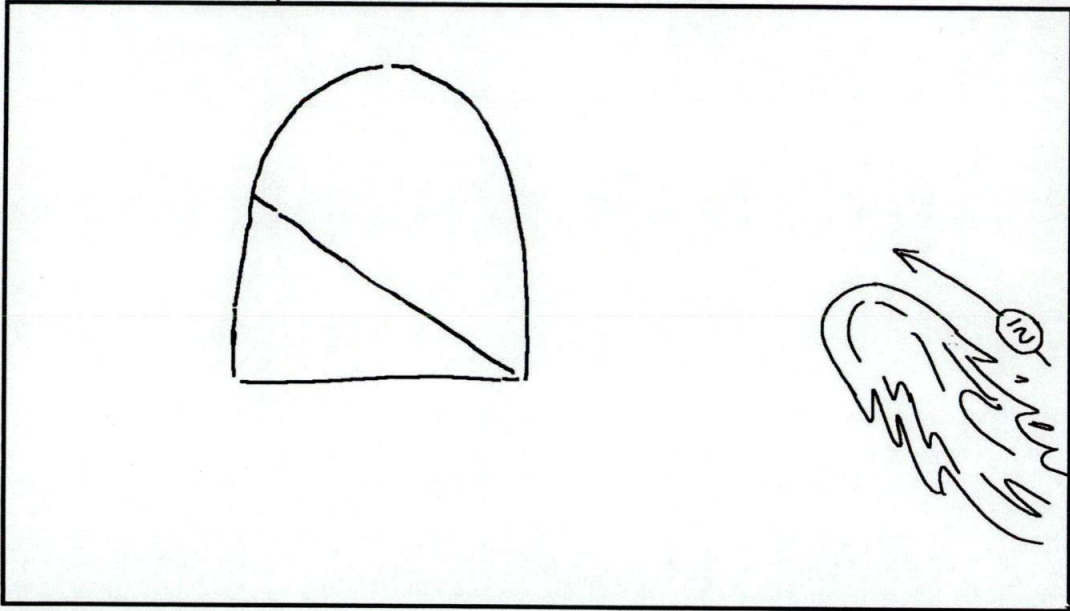
1034/242

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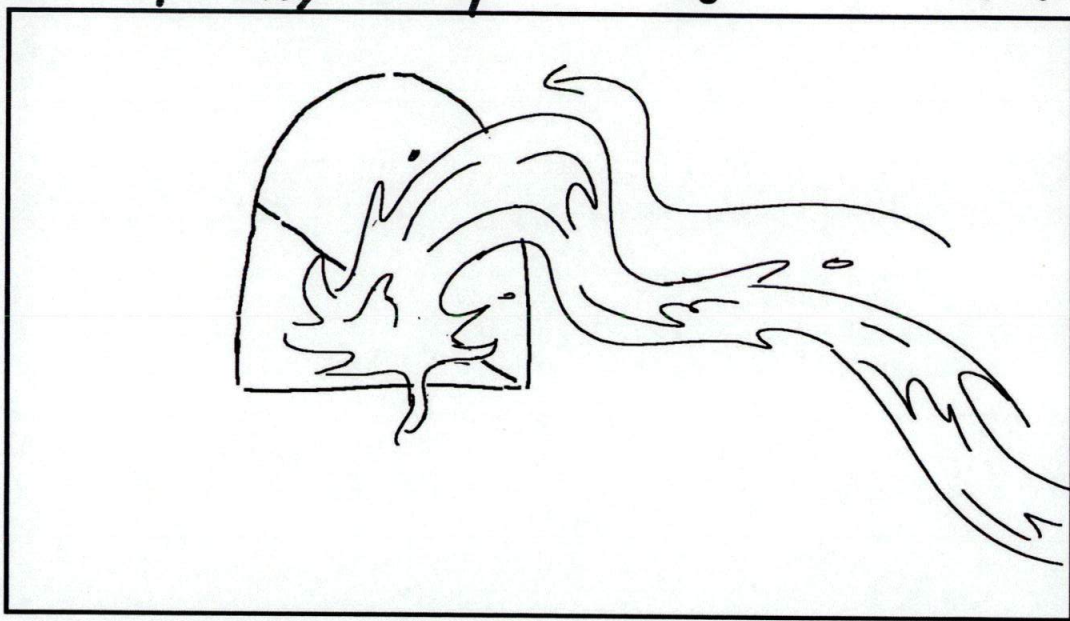
ADVENTURE TIME



Sc. 151 *cont* Pnl. F Bg. day night



Sc. 151 *cont* Pnl. G Bg. day night



Dialog:
Action:
Timing:

DEC 02 2015

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Production:

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ADVENTURE TIME



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Sc. 151 cont

Pnl. H

Bg.

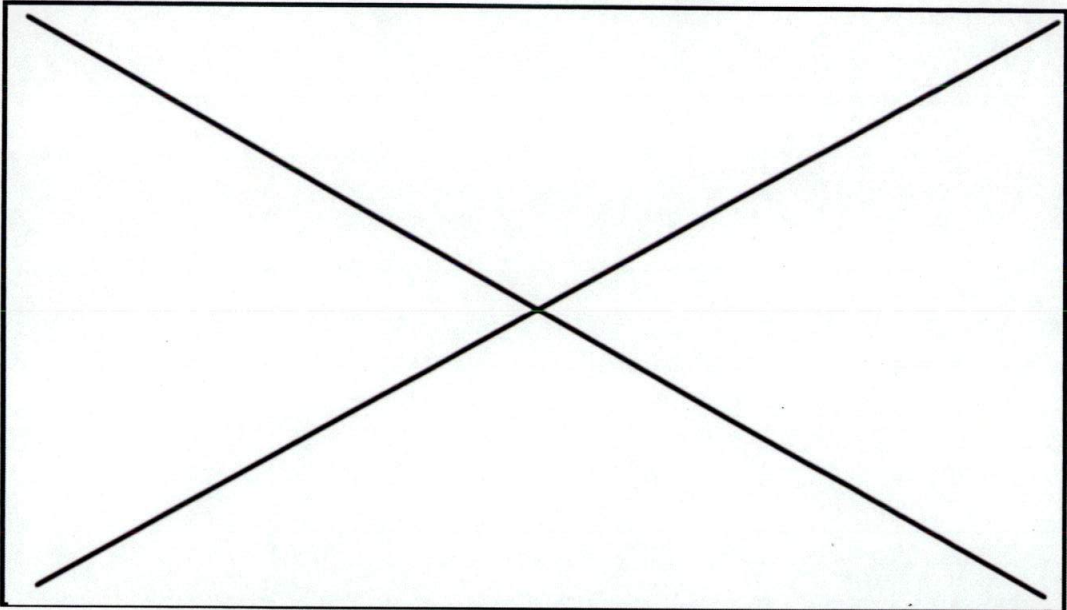
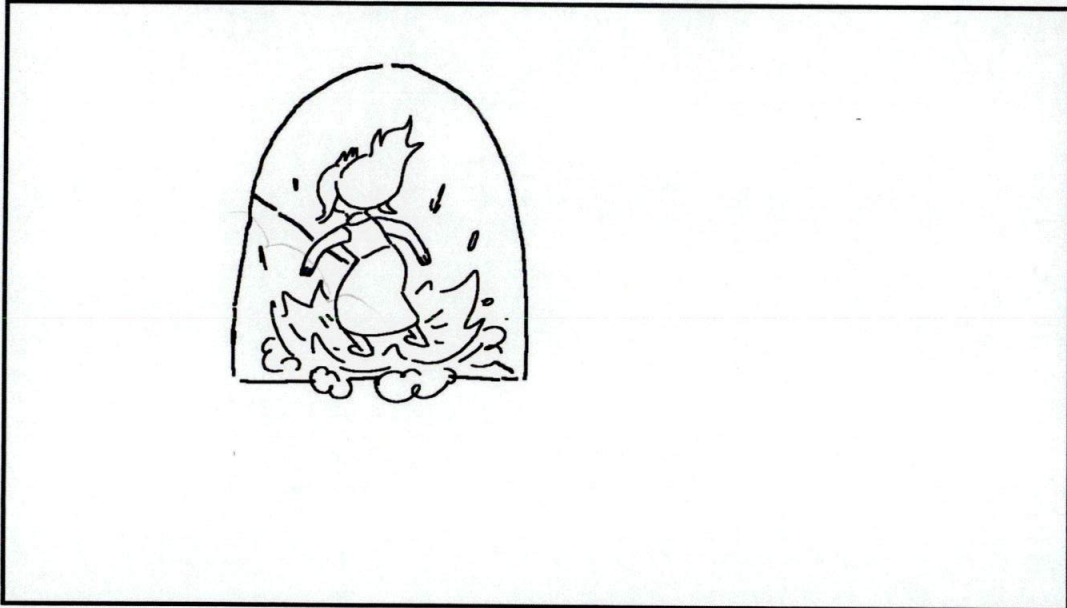
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

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EPISODE # 1034-242

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Production:

1034/242

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
151 CONT	I			

Dialog:	
Action:	.TRUCK OUT TO INCLUDE IK, DEC 02 2015
Timing:	

EPISODE # 1034-242  
1034/242  
Production:

1034/242



# ADVENTURE TIME

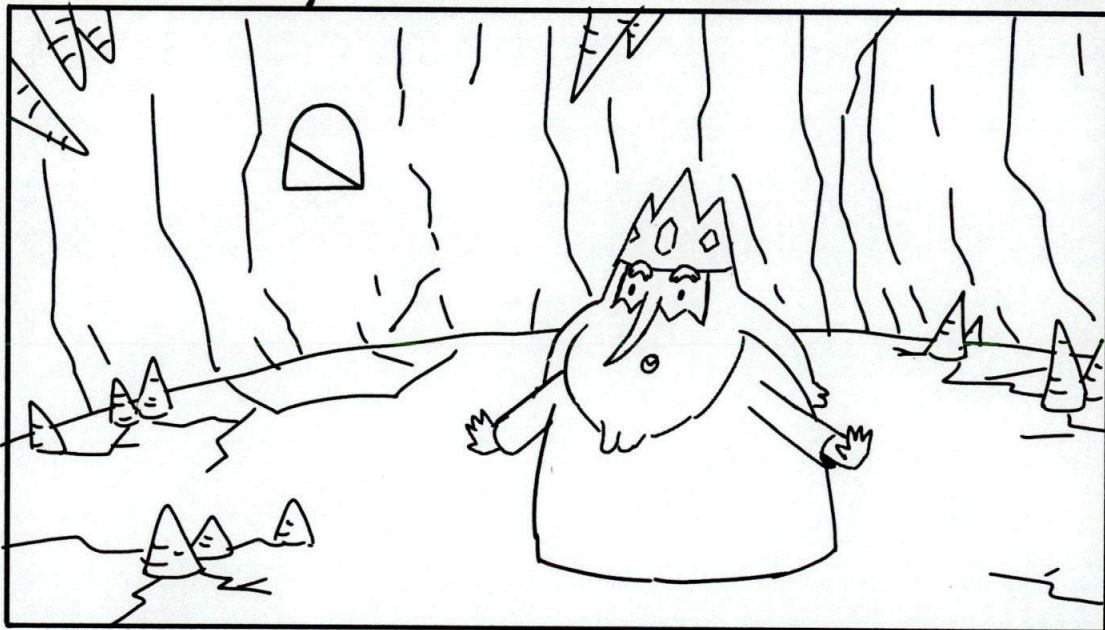


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Sc. 151 CONT Pnl. J.

Bg.

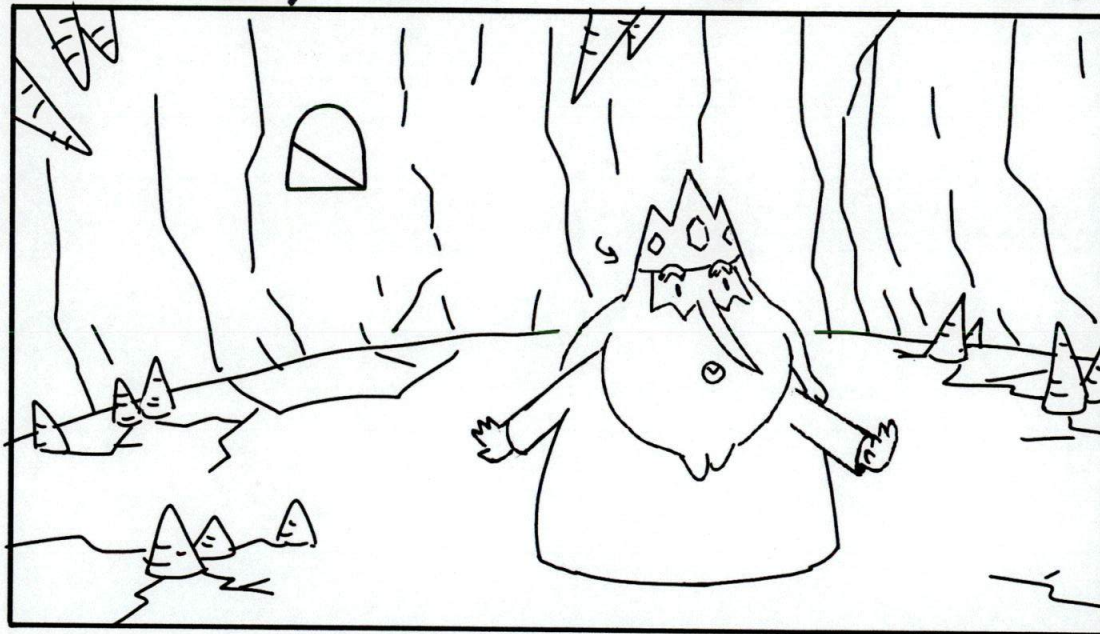
day night



Sc. 151 CONT Pnl. K

Bg.

day night



Dialog:



Action:

- IK LOOKS BACK AND FORTH, X 8

DEC 02 2015

Timing:

EPISODE # 1034-242

1034/242

Production:

1034/242



1034/242

# ADVENTURE TIME



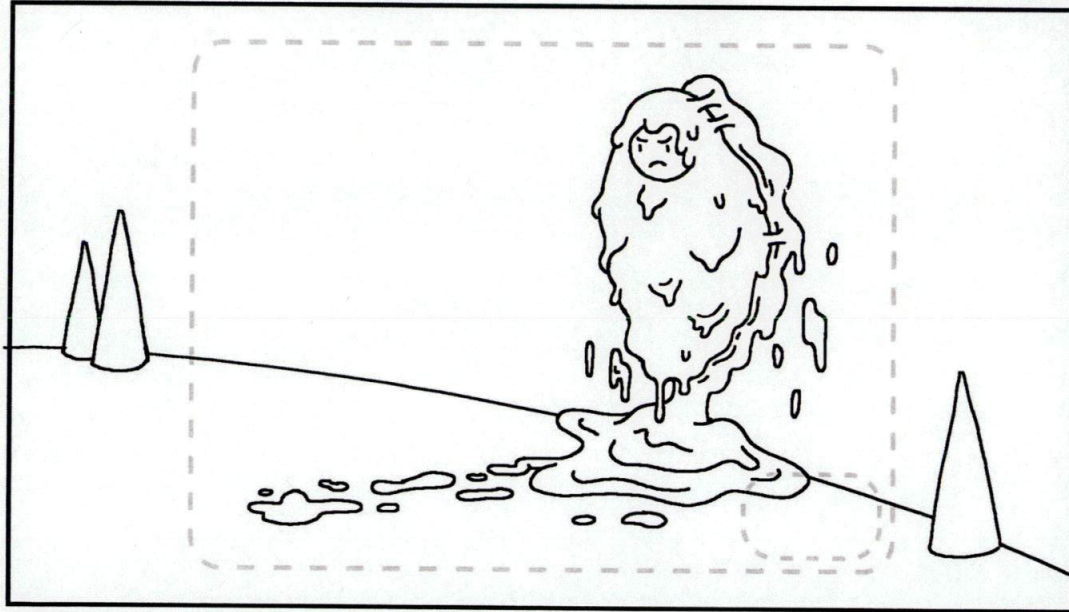
Page 299

Sc. 152

Pnl. A

Bg.

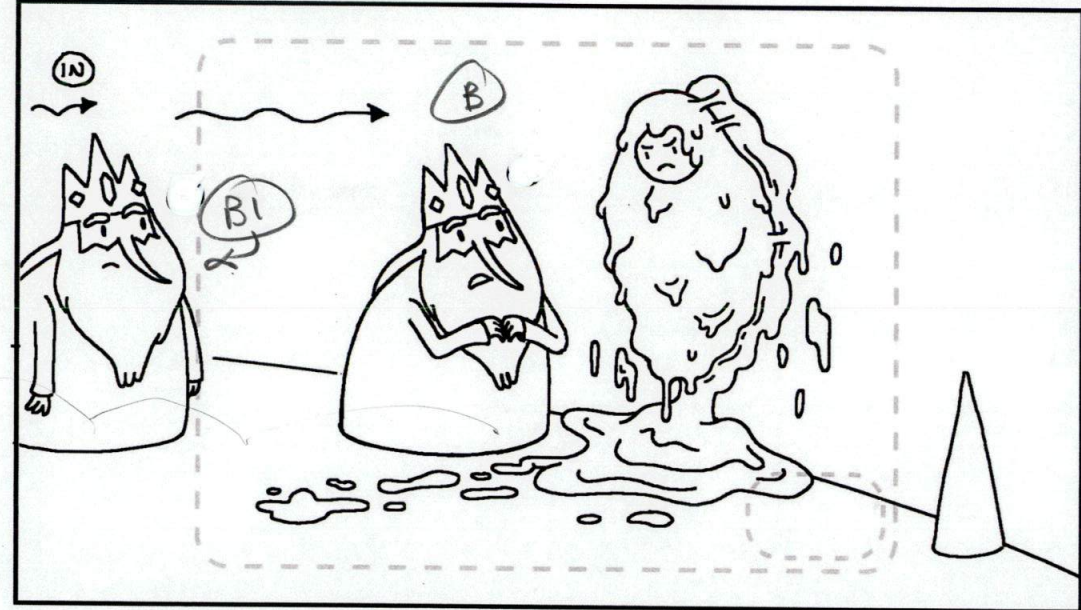
day night



Sc. 152 *cont* Pnl. B

Bg.

day night



Dialog:

IK: Hey I've been there,  
sister.

Action:

- IK WALKS UP TO PATIENCE.

DEC 02 2015

Timing:

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EPISODE #

1034/242

Production:

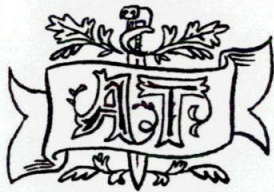
1034/242



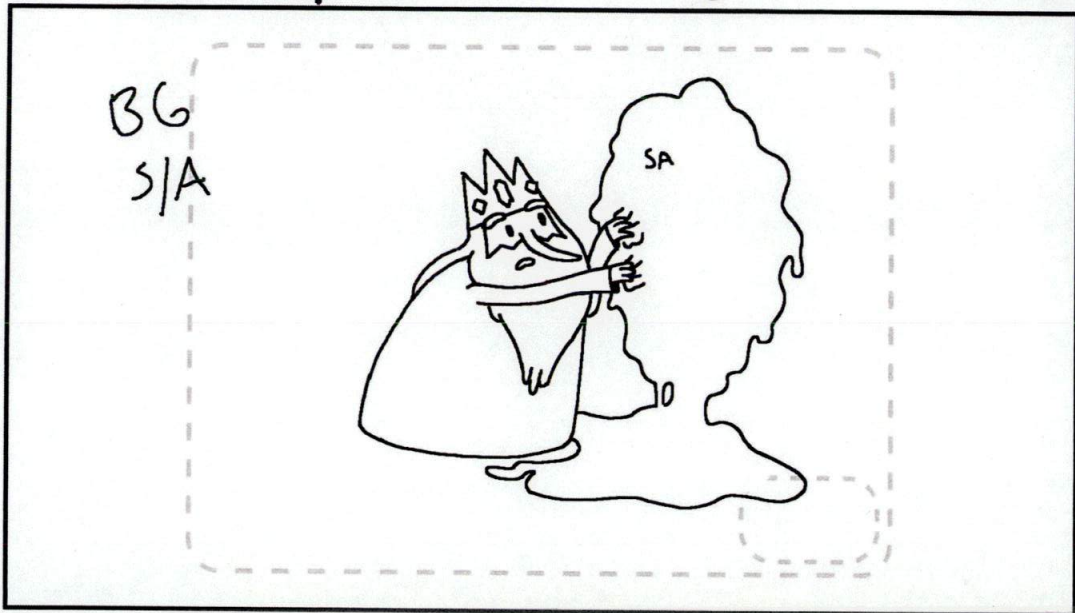
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ADVENTURE TIME



Sc. 152 cont Pnl. C Bg. day night



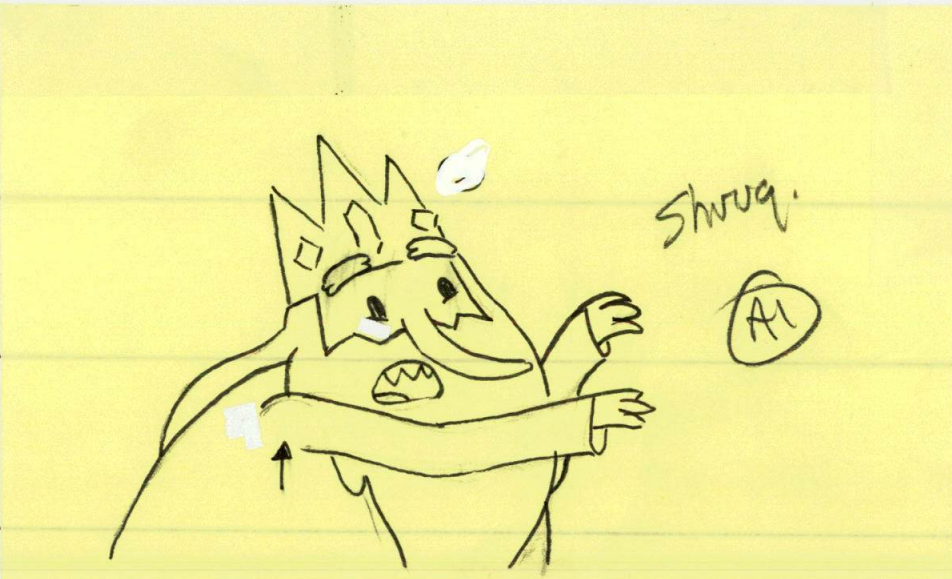
Sc. 153 Pnl. A Bg. day night



Dialog:

Action:

Timing:



IK: THESE PRINCESSES,  
(WHATTYA GONNA DO?)

-IK SHRUGS

DEC 02 2015

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EPISODE #

1034/242

Production:

1034/242

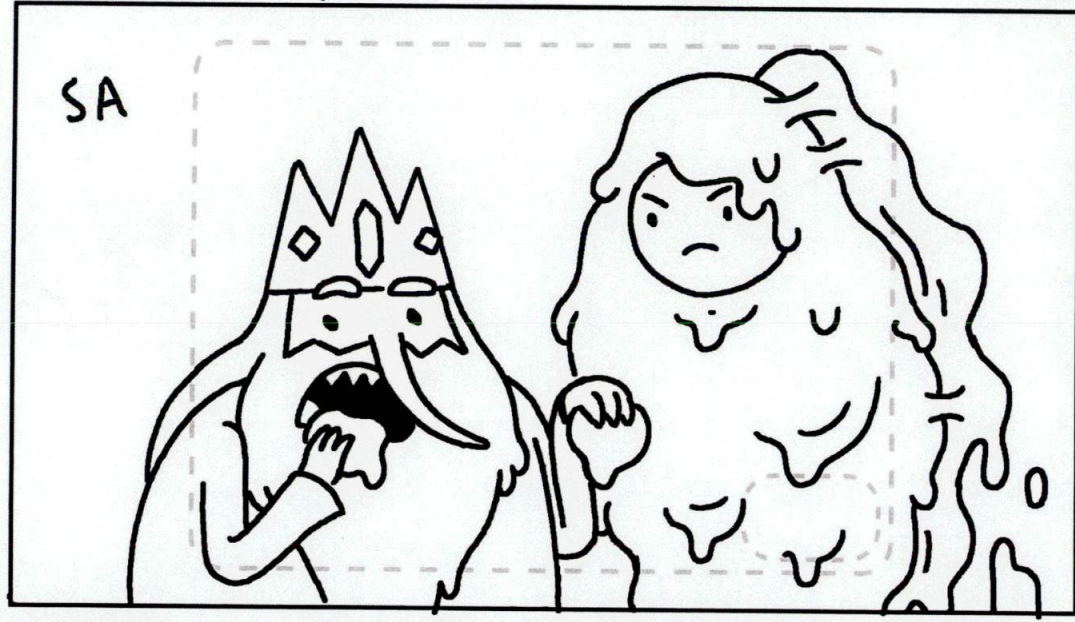


# ADVENTURE TIME

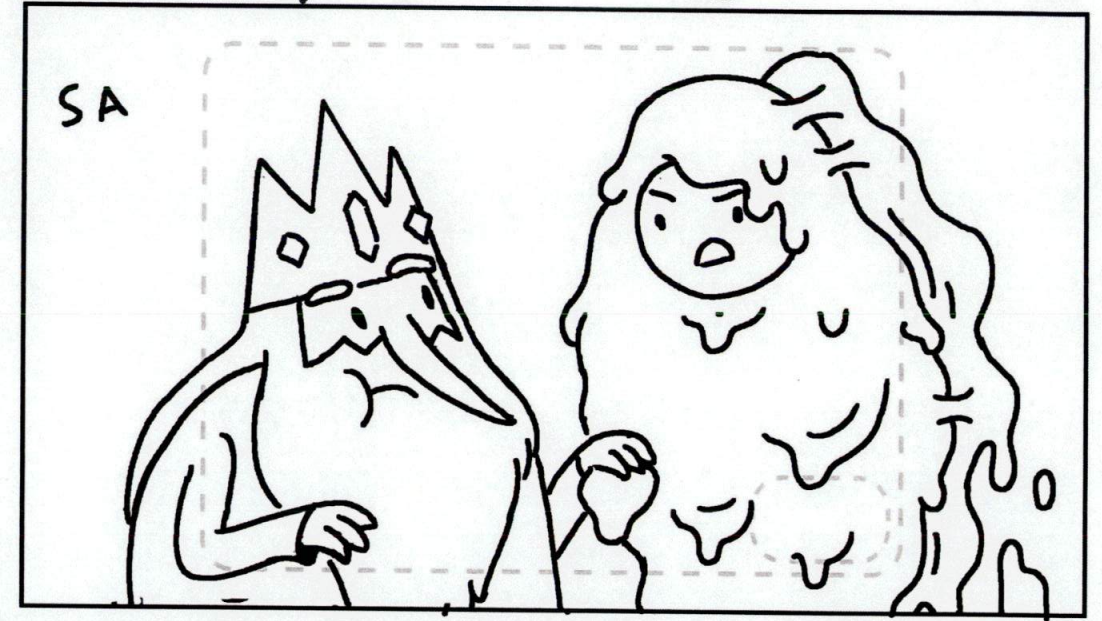


Page 301

Sc. 153 CONT Pnl. B Bg. day night



Sc. 153 CONT Pnl. C Bg. day night



Dialog:		<p>P: what are you doing.</p>
Action:		
Timing:		

- 1/2 SCOOPS  
SLIME INTO  
MOUTH.

DEC 02 2015

1034/242

EPISODE # 1034-242

Production:

1034/242

1034/242



# ADVENTURE TIME

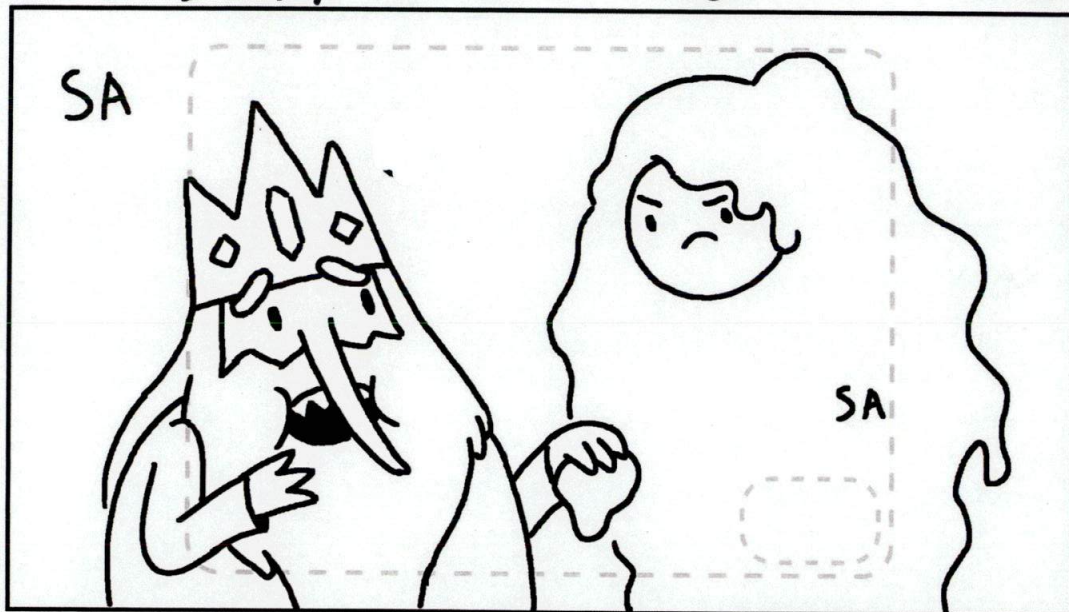


Page 302

Sc. 153 cont Pnl. D

Bg.

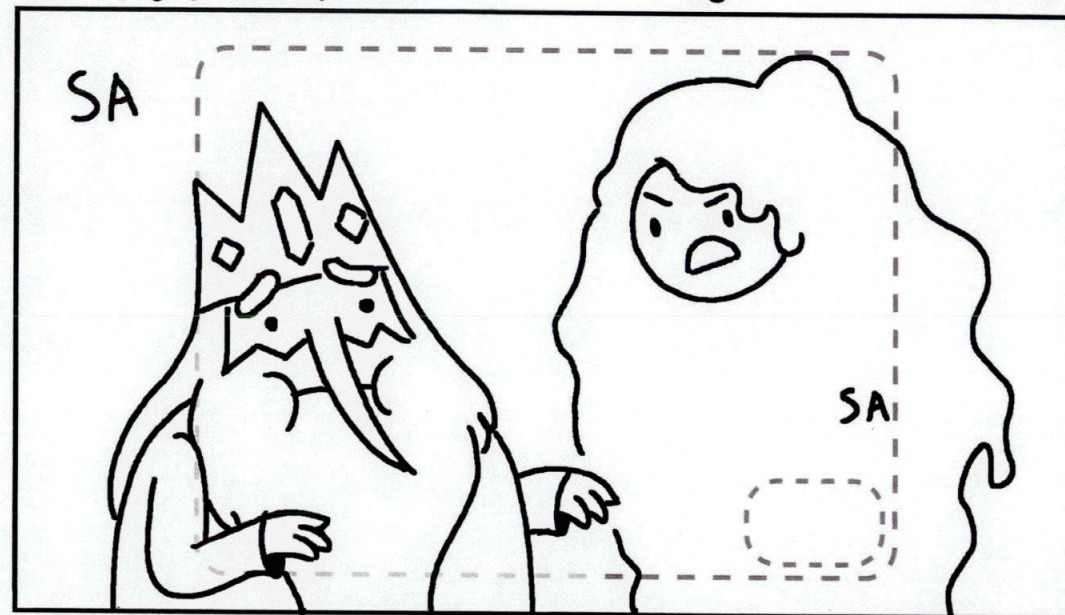
day night



Sc. 153 cont Pnl. E

Bg.

day night



Dialog:

IK: Helping?

Action:

Timing:



P: Just Scrape it onto the ground!

DEC 02 2015

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EPISODE #

1034/242

Production:

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# ADVENTURE TIME



Page **303**

Sc. **153 cont** Pnl. **F**

Bg.

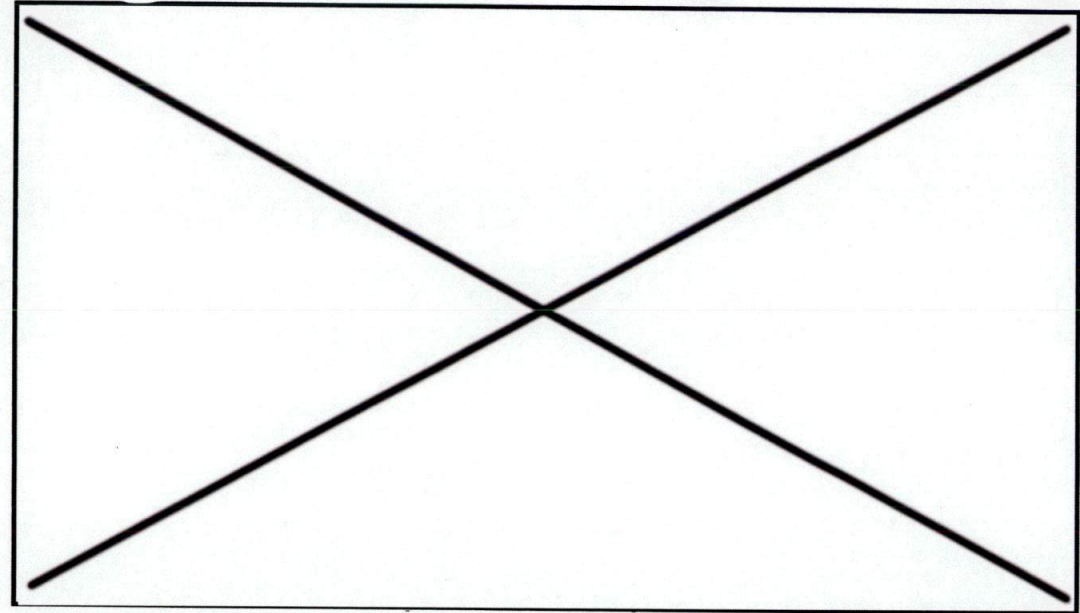
day night

Sc.

Pnl.

Bg.

day night



Dialog:

IK: OH. SORRY!

Action:

Timing:

CYCLE **(F)** **(FI)**  
 ( ) ( ) ( ) ( )



DEC 02 2015

EPISODE # **1034-242**

Production:

1034/242

1034/242

1034/242



ADVENTURE TIME



Sc. 154

Pnl. A

Bg.

day night



Sc. 154 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

1034-242

EPISODE #

1034/242

Production:

1034/242

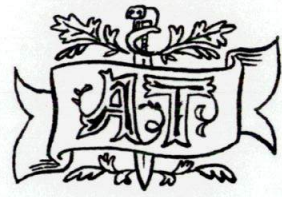
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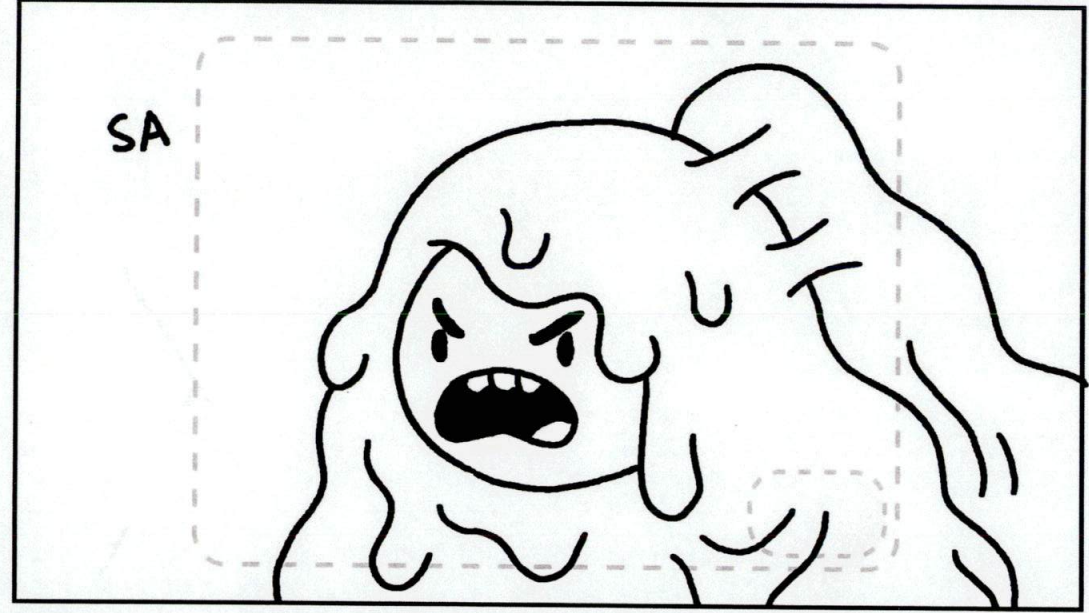
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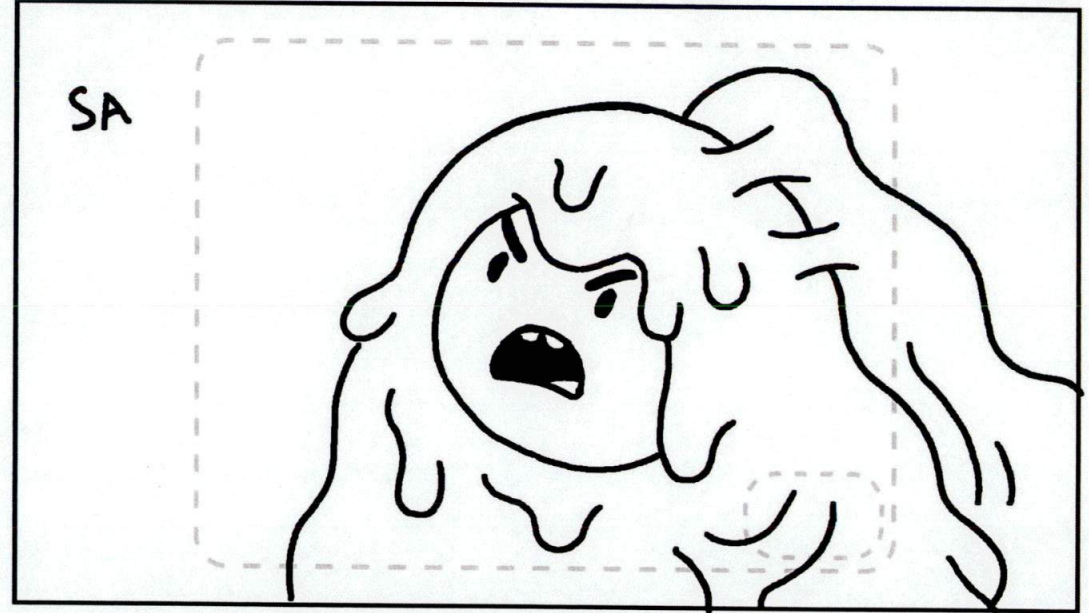
ADVENTURE TIME



Sc. 154 *CONF* Pnl. C Bg. day night



Sc. 154 *CONF* Pnl. D Bg. day night



Dialog:	<p>P: I <u>Freeze</u> myself for the future, out of the <u>GOODNESS</u> of my heart...</p>	<p>P: and they like, shoot slime at me?</p>
Action:		
Timing:		

DEC 02 2015

EPISODE # 1034-242

Production:

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1034/242



# ADVENTURE TIME



Page **306**

Sc. **154 cont** Pnl. **E**

Bg.

day night



Sc. **154 cont** Pnl. **F**

Bg.

day night



Dialog:

**P:** WHATEVER. I DON'T  
NEED THEIR APPROVAL -

Action:

Timing:

DEC 02 2015

EPISODE # **1034-242**

Production:

1034/242

1034/242



# ADVENTURE TIME

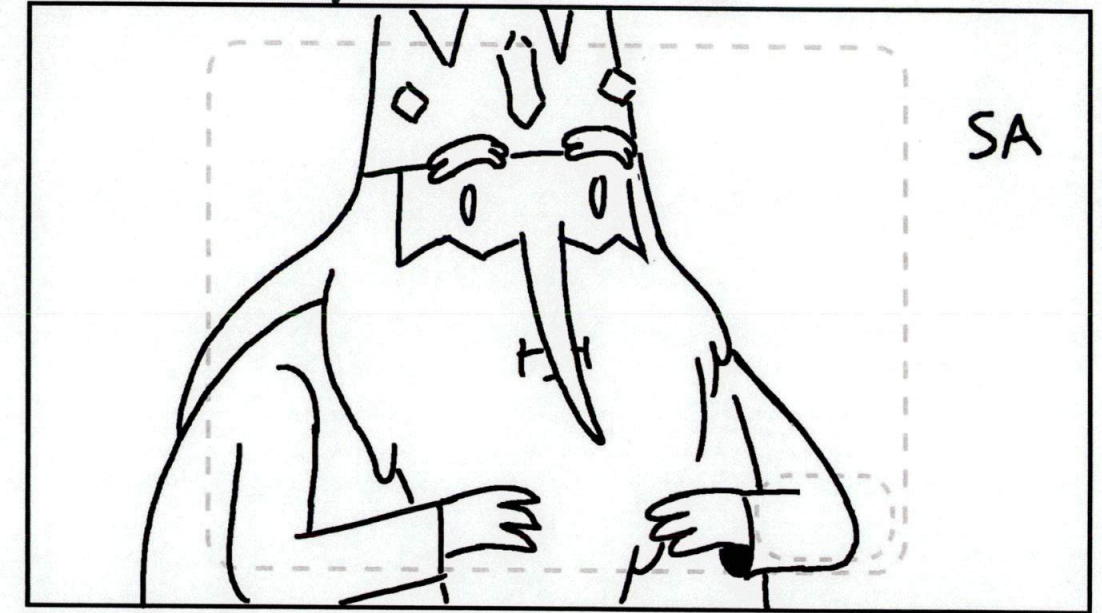


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Sc. 155 Pnl. A Bg. day night



Sc. 155 cont Pnl. B Bg. day night



<p>Dialog:</p> <p><u>P:</u> <sup>(0/5)</sup> ... JUST THEIR POWERS ... <u>P:</u> <sup>(0/5)</sup> GONNA START SOME CRAZY BIZ, MAN ...</p>	
<p>Action:</p>	
<p>Timing:</p>	

DEC 02 2015

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EPISODE # 1034-242

1034/242

Production:

1034/242

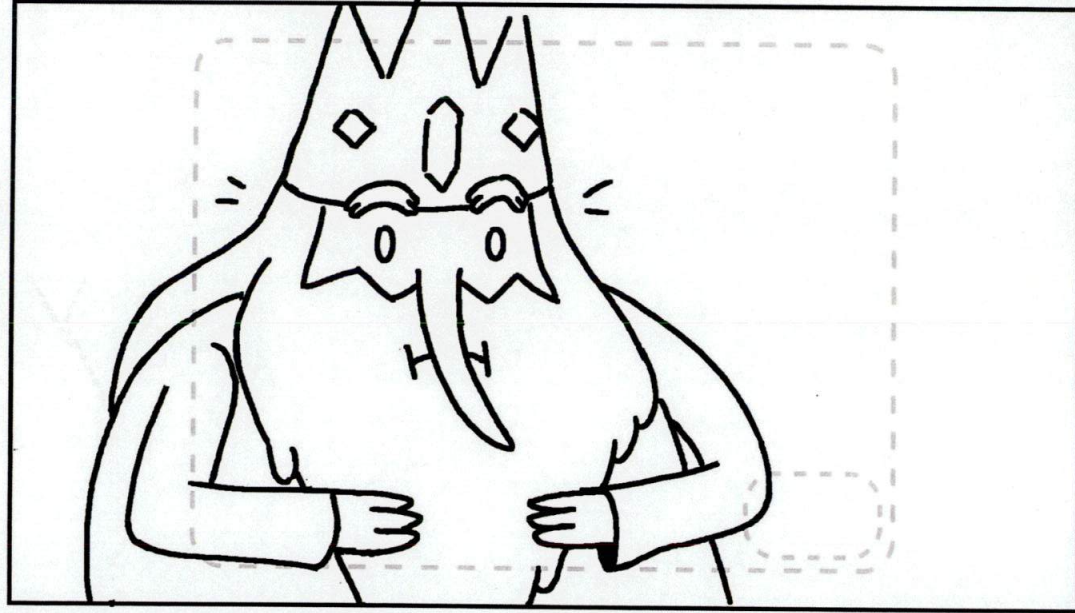


# ADVENTURE TIME

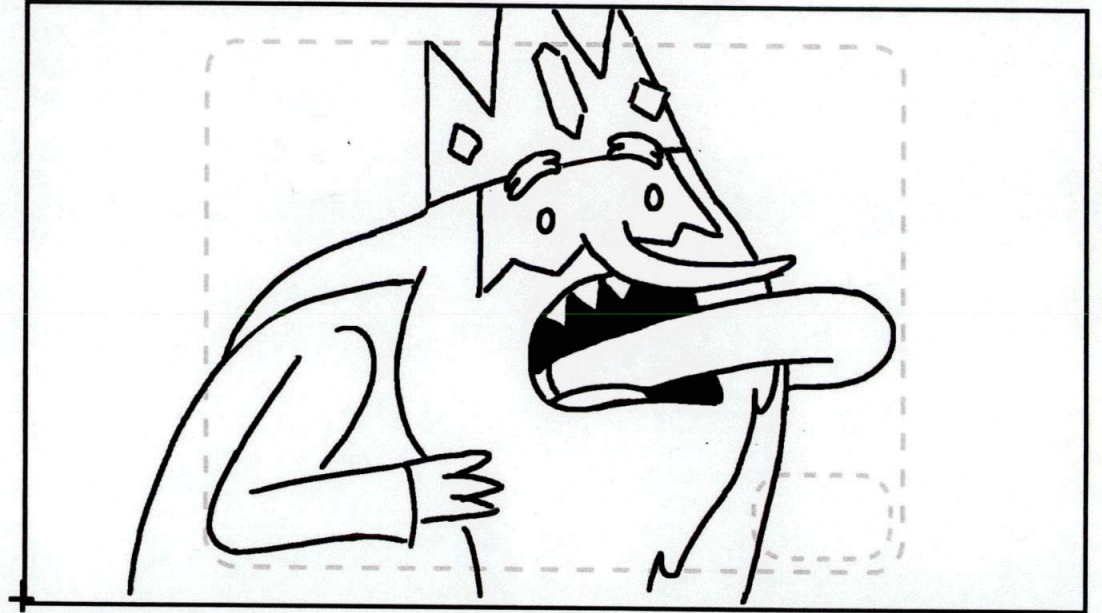


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Sc. **155 cont** Pnl. **C** Bg. day night



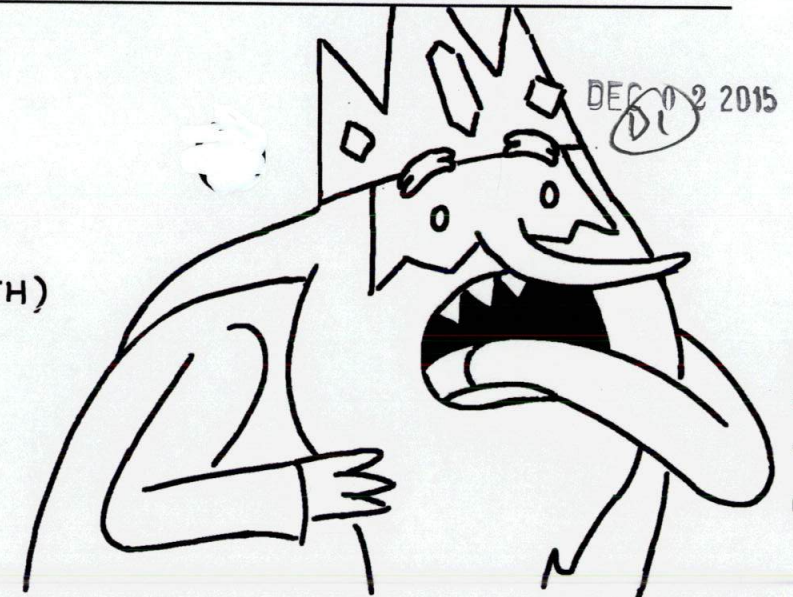
Sc. **155 cont** Pnl. **D** Bg. day night



**Dialog:**  
 (P) (9/5)  
 JUST WATCH ...

**Action:**  
 (I.K. REACHES IN HIS MOUTH)

**Timing:**  
 CYCLE 10/11



EPISODE # **1034-242**

Production:

1034/242

1034/242

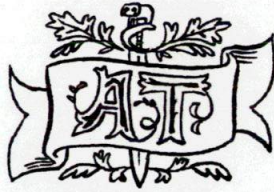
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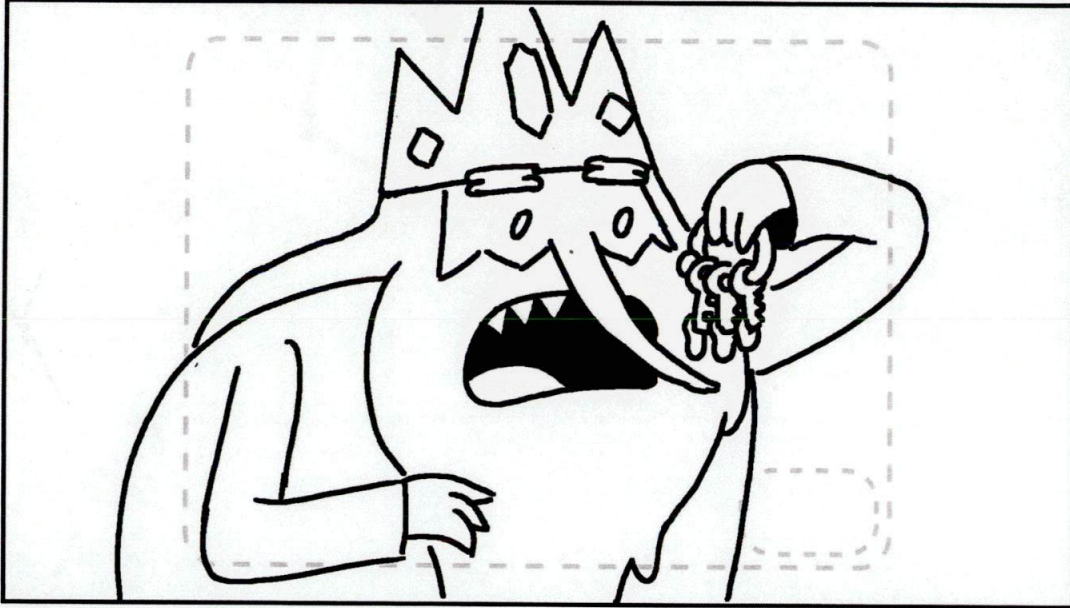
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# ADVENTURE TIME



Sc. 155 *cont* Pnl. E Bg.

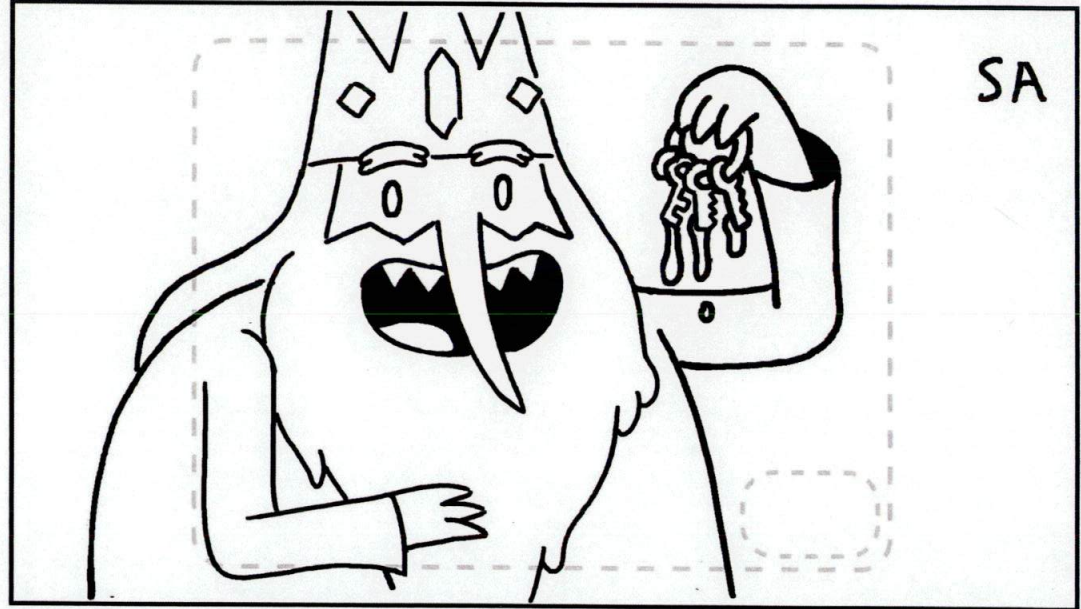
day night



Sc. 155 *cont* Pnl. F Bg.

Page 309

day night



Dialog:

IK: MY KEYS!

Action:

Timing:

DEC 02 2015

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EPISODE #

1034/242

Production:

1034/242